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BRITAIN'S BEST-SELLING SEGA MAG!!

# MEAN MACHINES SEGA

## EXCLUSIVES !!

**MEGADRIVE**
- PROBOTECTOR
- WOLVERINE
- THEME PARK
- SCOOBY-DOO

**MEGA-CD**
- STARBLADE

**MASTER SYSTEM**
- MK II - REVIEWED!

**GAME GEAR**
- FIFA

MEGA BOMBERMAN

EXCLUSIVE REVIEW!

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NOV NO 25

# The Evolution of the Footballer

2,500,000 B.C.

1,000,000 B.C.

500,000 B.C.

EA SPORTS
ELECTRONIC ARTS

1950 A.D.

1993 A.D.

**The Next Leap Forward**

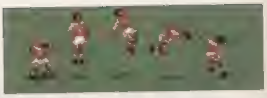
November 10th 1994

FIFA

FIFA 95 SOCCER

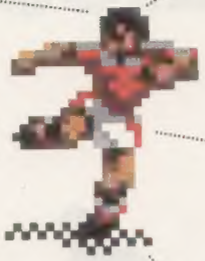
# Anatomy of the modern footballer

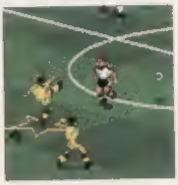
- Improved intelligence. Players move off the ball, provide better service and more accurate passes.



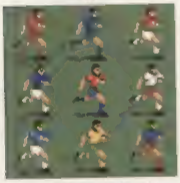
- Bullet headers on goal, beyond the reach of the diving 'keeper.

- New volleys – and you'll need it to go one-on-one with these smarter 'keepers.
- Goals come from volleys, half-volleys and swerving banana shots.





- Harder shots!
- Faster players!
- Stronger passes!



- Over 200 international teams.
- Play a complete domestic league season, then take your team on tour abroad.

- Pick up a niggling injury and you could be out for the season.

- Score from deadly set play free kicks.

FIFA

FIFA 95

SOCCER

# The Next Leap Forward

There's only one way to avoid extinction on the football pitches of Europe. By getting to grips with FIFA Soccer '95 – and fast. With more than 100 of Europe's native club sides battling it out for 11 league titles, only the fittest will survive.

And when you've reached the top of the tree in your own territory, expand into the international arena. Milan against Manchester, Munich versus Marseille – it's a natural selection of the greatest teams in Europe.

Now take a giant step onto the world stage. FIFA Soccer '95 features over 200 of the best teams on earth. Discover for yourself which continent is superior in strength, skill and inborn soccer instinct.

**Unless you want to be a football dinosaur, you'd better adapt to FIFA Soccer '95.**

if it's in the GAME, it's in the GAME™

EA SPORTS™ ELECTRONIC ARTS

For more information about FIFA Soccer '95, call 0753 549 442 or write to Electronic Arts, P.O. Box 835, Slough, Berks SL3 8XU. © EA SPORTS. The EA SPORTS logo, and "IF IT'S IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts. Electronic Arts is a registered trademark of Electronic Arts.

# COVER STORY 16



## REGULARS


**NEWS 10**
Every hour — on the hour. The news of the world on The Day Today. It's news-a-rama this month, with lots of next generation nuggets.

**PAUL'S TIPS 48**
Wherever Paul waves his wand, gaming woes just disappear. Careful with that sharp stick there, boy! Also, guides to two mega beat 'em ups.

**MEAN YOB 106**
What a filthy child Yob is becoming. This month's replies resemble the five week old cat litter tray of a cat fed on curry-flavoured Arthur's.

**Q&A 110**
There are many questions...but only one answer. Join Steve on the sofa when he'll be helping you solve problems you never even knew you had.

**MEGAMART 112**
If they can do it on the NHS with internal organs, we can certainly provide a market for the Megadrive. Your chance to make that copy of Pelé look enigmatic and irresistable.

**NEXT MONTH 114**
The prospects for our next issue are so mouth-watering, I'd actually advise you to take a look at 'next month' this time around. No, really...


## MEGA-CD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**MEGARACE 102**

## MEGA BOMBERMAN

## REVIEWS

## MEGADRIVE


EXCLUSIVE

**MEGA BOMBERMAN 16**

**PROBOTECTOR 60**
Cripes, Konami's long awaited Contra conversion lands in our clammy paws. And it's a blast-a-thon and no mistake, space cadets.

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**SONIC AND KNUCKLES 70**

**DYNAMITE HEADDY 74**

**SPARKSTER 78**
Further adventures of the armour-clad mammal. Is it our imagination, or are the platform games getting harder?

EXCLUSIVE

**URBAN STRIKE 82**

**MICRO MACHINES 2 86**
Codemasters have really outdone themselves in the 'social gaming' category with the eight-player made in Micro Machines 2. Did we make new friends? Find out...

EXCLUSIVE

**FLINK 90**

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## FEATURES


**TEE-OFF 24**
Core are spearheading development on the next generation machines, our Tee-Off feature shows a golf gaming glimpse of future standards.

**THEME PARK 28**
One of the big computer titles of the year, and MEAN MACHINES has access to a wealth of information on the megadrive version. Admission free!

EXCLUSIVE

**SNATCHER 32**
Feel lucky, cyberpunk? Well you are extremely fortunate to get your peepers around this exclusive on Konami's amazing sci-fi adventure. You'll quickly become an expert on snatchers.

EXCLUSIVE

## PREVIEWS


**WOLVERINE 36**
If the X-men are video gaming's Take That, then Wolverine is the one who is going to be big in his own right. But is that Gary or Jason? Or Mark? Who cares — just read this preview on Acclaim's intriguing new platformer.

EXCLUSIVE

**SCOOBY DOO 40**
This preview will take you back to the days when men were cravats and people had names like Velma and Daphne. And solved mysteries with the help of talking dogs.

EXCLUSIVE

**PITFALL 42**

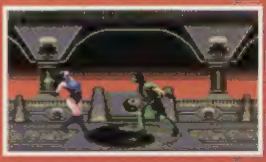
**LETHAL ENFORCERS 44**
Time to get out your pink plastic pistol, as Konami offer more digitised death-dealing, this time in a wild west setting.

EXCLUSIVE


## MASTER SYSTEM

EXCLUSIVE


**MORTAL KOMBAT II 98**
Hoorah! Hoorah! A Master System game at long last. And it's not half bad either. Blimey, you'd get turn to page 98 a bit bloodin' smartish.

## GAME GEAR


**LAWNMOWER MAN 92**
You've slept through the film, probably won the video in a Frosties competition, watched the pillocks doing VR on Eurotrash. Hey, it's time for the Megadrive version of Lawnmower Man. Coo.

EXCLUSIVE

**TINY TOONS ACME ALL-STARS 100**

**SINK OR SWIM 96**

**PETE SAMPRAS TENNIS 96**
Two glitterati on one Game Gear? Bloody obscene, it is.


EXCLUSIVE

EXCLUSIVE

# EDITO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SPECIAL NO THANKS TO: The Guardians of fire safety. To the biggest joke in the industry for not having a sense of humour — you know who you are!

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GREAT UNANSWERED QUESTIONS OF OUR TIME: Nos 13 and 14.
13. How would a dog itked a if you worried in leg? 14. Whatever happened to Barbara Bain — was she devastatrilised by a staple gun?

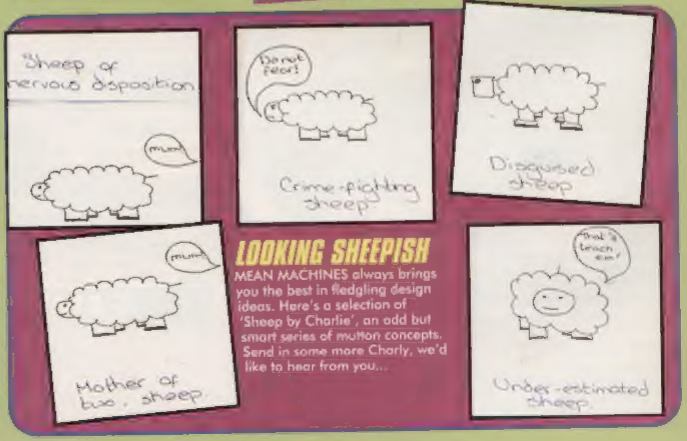
DINGBATS MESSAGE

## STEVE

It has been a bit of a nightmare month, and I haven't got the energy to write too much here. Needless to say, we've got more exclusives than any other mag, with Sparkster, Starblade, Probotector, Mega Bomberman, Wolverine and Theme Park debuting this month — alongside loads of others. That's about all I've got to say for now, but next month we step up our 32X coverage big time with proper looks at the machine and the games for it. Make sure you're there because we're the best ticket intot he future of Sega gaming you've got (copyright extremely crap cliches, Ltd. 1973). Right, I'm off...
STEVE

## OH, WE DO LIKE TO BE BESIDE THE SEASIDE

Last month Clacton was the biggest MEAN MACHINES giveaway to date! Who better to hand out the goodies than the team's boy wonder, Paul (oh yeah? — everyone else bar Paul). Armed with a thermos full of hot sweet tea, he braved wind and rain to hand out five copies of Sensible Soccer on Clacton Pier. It wasn't long before five eager MEAN MACHINES readers nabbed him mid hot dog and demanded their carts. The next, and even more spectacular, hand out of Acclaim goodies will happen on Saturday 8th October at 2pm sharp, when one of the crew will be hanging around Nelson's Column in Trafalgar Square. Be warned though, any claimants without copies of this issue will go home empty handed. See you there!




## LOOKING SHEEPISH

MEAN MACHINES always brings you the best in fledgling design ideas. Here's a selection of 'Sheep by Charlie', an odd but smart series of mutton concepts. Send in some more Charly, we'd like to hear from you...

# RIAL

## HICKMAN CRASHES OUT!

Sacked for incompetence and for knee-ing Lord Emap in the groin...oh alright, Lucy's leaving us to become a lawyer, basically because she has a fondness for powdered wigs and pots of cash. And a boozy red nose like Rumpole. There's a collective tear in our eyes and much blubbing, as we remember the good times from the last two years. Boy, that girl knew how to party. Best of luck in the Judiciary, doll!

*I give you... Ms Justice Hickman. Firm but fair. Only passes the death sentence on a bad day.*

## DEPT. OF PUBLIC INFORMATION

The last time Steve was winding through his videos of old Public Information films he suddenly reflected on the Chip Pan. What the hell ever happened to the Chip Pan? When we were young every family had a nice big greasy chip pan sat on the cooker with crusty brown edges all around the top. Filled to the brim with hot fat it was so versatile — you could cook all sorts of meats, scotch eggs, frozen pizzas, Mr Kipling's French Fancies in batter...

There was even a short film shown every night that told you what to do if your chip pan caught fire (it always waited until you answered the phone, the loo brush salesman arrived or you went for a crap). For the benefit of our readers the DOPI informs you:

1. Never throw water on a flaming chip pan.
2. Don't try to take it to the door or the air blows the fat into your face, adding some attractive scar tissue markings.
3. Turn off the heat (stupid).
4. Soak a wet tea towel (if you're common and don't have tea towels then a towel will do) make sure it's not your favourite one with the recipe for Cock-a-Leekie.
5. Throw least favourite tea towel over pan. Then get out the paint roller as you'll probably have to repaint the whole blinkin kitchen.

## OOPS!

If you were in the Farringdon area just after the last issue was released you may have heard a distinct cracking sound. It was Oz's knuckles being broken after a design flaw caused a tiny error in our Mortal Kombat II guide. Basically, we printed the Kung Lao Hat Decap Fatality tips, but printed the Body Split pics — but forgot the text for the Split. Doh! Ah well, here's how: Stand about an inch away and push R, R, R + LK Hope that helps.

## THE LOVE CHILDREN

Being too stingy to place a 'Lonely Hearts' in a proper magazine, the team decided to abuse their editorial status and find true happiness through a MEAN MACHINES personal ad:

**STEVE MERRETT**
26 year-old magazine editor seeks soulmate interested in spending evenings in sub-editing, proof-reading and headline-writing. Must be prepared to stick to a tight budget and produce love letters to deadline. Physically stunning, but has writer's cramp, tennis elbow and housemaid's knee, so needs a lady skilled in massage with her own bucket of flash. Box Fresh.
CHOICE GAMES: MKII, Jelly Boy, Bomberman

**OZ BROWNE**
Art Editor (age not quite sure) is looking for the right woman to share a canvas with. Looks unimportant (but must pass as Janet Jackson enough to do PAs at supermarkets). You'll have to put up with my fondness for certain carribbean nectars, and how I behave at parties. Hobbies: flower pressing, morris dancing and watching X-rated bloodthirsty manga videos. Apply Box Crazy.
CHOICE GAMES: MKII, Super Streetfighter II

**ANGUS SWAN**
Man of mystery seeks mysterious person to share elusive times. Have a tendency to be indecisive and procrastinate, I think. Maybe suited to some sort of fortune teller — Mystic Meg, Doris Stokes — are you out there? Is anybody there? Has expensive tastes (Antoni and Alison on top, Calvin Klein underneath, socks at Top Man). My perfect partner will care for me and know how to cook eggs soft-boiled. Box Clever.
CHOICE GAMES: Daytona, Micro Machines 2, Red Zone

**CLAIRE COULTHARD**
Flamboyant girl-about-town Just Seventeen reader. Just 26, actually. Seeks...well where do I start? Works as a Deputy Art Editor, so wants someone who knows how to handle a crayon. Absolutely crap at games, so you would ideally only have three fingers to give me a chance. Don't worry if you have more, I can deal with the rest. Replies from royalty especially welcome — as people have called me Little Lady Muck before. Box Room.
CHOICE GAMES: Mortal Kombat, Zombies.

**PAUL BUFTON**
Fresh-faced graduate wants Jane Seymour lookalike to mix some medicine and appreciate the finer things in life. Most striking feature is my beautiful blond goldie locks. Makes me look like Brad from Neighbours, or sometimes Worzel Gummidge if it's a bad hair day. Could you be my Aunt Sally? Love is a mental thing for me, so relationship by correspondance would be perfect — no rows over the remote control and such. I live in Clapham, but please don't hold that against me. Box -ed in.
CHOICE GAMES: Bomberman, Probotector, Red Zone

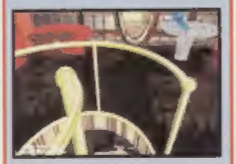
Remember — don't phone, it's just for fun!

NEWS

## UNDER THE SEA

- NEW GAME
- BY SEGA
- 32X

With the promise of over thirty 32X games ready for the plug-in's release above their heads, Sega have unveiled more products for the system — including the extremely impressive, Shadow Of Atlantis. Atlantis places the player within a detailed sub as they investigate a series of odd goings-on at the bottom of the sea. The sub and the assorted vehicles it contains are all updated in real-time, with the 32X's RISC chips adding more detail than you'll see in most PC games. Release details are a little shaky at the mo, but we'll be keeping our eye right on this 'un. Ouch.



## THIS TIM

- NEW GAME
- BY ACCLAIM
- SATURN/32X

Shown here in all their glory are the first shots to emerge from Acclaim's forthcoming Alien Trilogy game. Written by Probe, Alien Trilogy runs along the same lines as Doom, with the player guiding a Colonial Marine through a series of labyrinthian corridors across a variety of missions. However, rather than simply stick to the expected first-person perspective, Probe have added a series of camera views so the fully-rendered marines and aliens can be viewed from any angle! Similarly, control over your marine is extensive, allowing for running at break-neck speed, edging along the wall in order to pass quietly, and looking in every direction. Similarly, footage from the film has been completely recreated for use in linking screens, and the game opens with the famous APC docking scene taken from Aliens. It's about time someone did the Alien trilogy of films justice in a video game, and this looks like it could be the one. More soon.

## MOTORBIKIN'

- NEW GAME
- BY SEGA
- 32X

Revving up for a November release is Sega's 32X dirtbike racer, Super Motorcross. Using an isometric perspective to view the scrolling courses, the player is given control of a tiny on-screen mean machine as they compete in a number of time trials. All the usual bump and jump obstacles have been included, and there are also a number of water and log hazards to overcome.

# ME IT'S 32X!

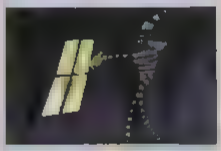
*The aliens and Marines are all built up from a wireframe skeleton, upon which the bodies are placed. With the physique in place, the bodies are rendered and light sourced — the latter of which can be altered mid-game to give the impression of a shining alien skin! Blimey, a fairly helpful caption.*

*The Marines march through the dingy corridors which, after a while, become encrusted with the alien secretion. Expect all the usual alien eggs, Facehugger ectopodes and acid blood surprises we have come to love from the films. This will make Alien Vs Predator on the Jaguar look like The Wizard Of Oz...*

## MORE CORE 32X

- NEW
- BY CORE
- 32X

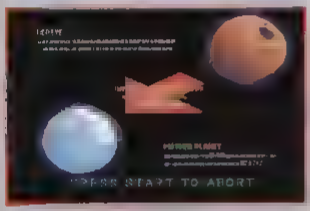
Not content with bringing you the first 32X pics of Core's Tee-Off golf sim, feast your eyeballs on these pics of another forthcoming 32bit Core goodie, Swagman. Starring the titular sneak thief and his fully-rendered colleagues, the basic aim of the game is to infiltrate a bizarre angular building with the intention of 'turning it over'. Details regarding the game plan and scenario are a little thin on the ground, but Core's aim is to create an arcade/adventure which rivals Sega's forthcoming Saturn epic, Clockwork Knight. Coo



# SOLDIER BLADES

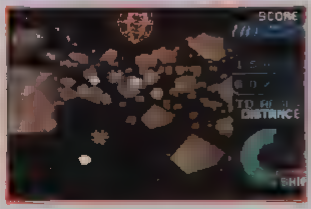
- NEW GAME
- BY NAMCO
- MEGADRIVE

One of the quietest Sega licensees, Namco now have something to shout about. They've converted their 1992 polygon space shoot 'em up, Starblade, to the Mega CD, and it's part of Sega's Crimble line-up. Starblade features pre-generated 3D polygon flights as you fight your way from the Mother Planet, to the doom-laden 'Red Eye' which threatens to obliterate your home world. Starblade boasts a booming CD soundtrack and FX, although some of the filled-in polygons have been replaced by wire-frame vectors, due to the Mega-CD's processing limits.




▲ *Eek! The Tomato People are preparing to overtake the planet Freezia!*

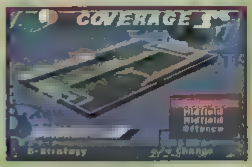
▲ *Ok, now when I hit the dashboard I want you to bring the vehicle to a stop.*




▲ *Hey, this is like that bit in Star Wars where that planet has just been blown up, and...*

# SOCCER TO ME

- NEW GAME
- BY EA
- MEGADRIVE




Just when you thought it was safe to put on nobbly boots again, EA produce a near complete version of FIFA '95, the direct sequel to their big smash last Christmas. As well as a new front end — including national leagues from around the globe — football titans and Brazil amongst them — the gameplay has been radically altered to play a passing-friendly game and at a far greater lick than FIFA Soccer.

# PLUS FOURS (PART 3)

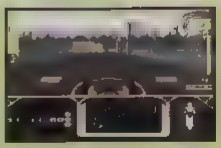
- [redacted]
- BY EA
- MEGADRIVE

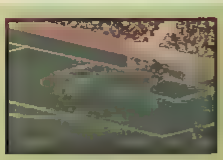
Megadrive owners will be calling fore for the third time in [redacted] with EA's PGA 3. This year's European Tour cart was really just the PGA 2 engine with fresh courses, but PGA 3 is a whole new bag of clubs. EA have managed to double the amount of colours for the course graphics: up to 32 from 16, and the celebrity golfers are now fully rendered from digitised footage: each shows his characteristic swing. The golfing feast has now been expanded from four courses to six.

# PIT YOUR WITS

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

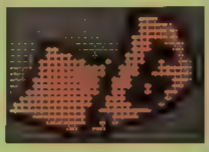
For those who associate Indy with bull whips and Last Crusades can get a turbo-charged awakening with Nigel Mansell's Indy Challenge. Programmed by Gremlin Graphics, it features the former Formula One champion on the courses of the North American Indy circuit. First person perspective racing, including a dual player mode, plus fifteen other opponents make up the field. It's on the grid for a November release.





*I could be wrong, but I reckon this is a penalty kick.*

*Introducing... the game's title screen. Ta-da!*



# YUMMY SCRUMMY

NEW GAME
BY EA
MEGADRIVE

After football, Hockey and basketball the next sport to get the EA 'It's in the game' treatment is rugby union. Perhaps unsurprising as it's the second most popular team sport in Britain. The game is in the early stages of production, but is shaping up to an isometric-viewed scrumarama, with four-player team play, and some very realistic violence. EA are unable to say if Eddie Waring will be doing a star guest turn when the game is released in December.

# NIGHT FLIGHT

NEW GAME
BY DOMARK
MEGADRIVE

Following the so-so Mig-29 of last year, Domark's programming team, the Kremlin, have had another crack at a combat flight sim this time on the Mega-CD. Flying Nightmares takes the elite squadron of the US Marines' Harrier Jump Jets (featured recently in Tom Cruise's Days of Thunder) as its inspiration. The Mega-CD's custom ASIC chip hardware is used to create moving ground textures for the sensation of flight. There's lots of things to kill with Domark promising the game will be more arcade than flight sim. Flying out sometime before Christmas.

# LIKE, TOTALLY!

NEW GAME
BY DOMARK
MEGADRIVE

The terraces of Megadrive football games are due to swell again with Domark asking us to keep a load of Total Football their contribution now in production. The Megadrive is the only format due to receive the game and it features 2500 animation frames and 50 different player moves as well as letting you participate in celebration and disappointment routines. So now you know.

# DIGITAL CLOCK

NEW GAME
BY DOMARK
[illegible]

One of Domark's early forays into the next generation consoles will be Timmy Time, a time travel platform shoot 'em up extravaganza. Starring a dinky little jet-packed hero with a Rich Leadbetter haircut, whose warping antics take him through Space, Western and Medieval genres, Domark promise 'a unique combination of cartoon graphics and rendered images'. Planned for release in some future era.

## WIN! JOE 90 GOODIES

- COMPO
- BY [illegible]

▲ *"Hello, I'm Mr Coulthard and I'm on my way to work."*

Anyone stupid enough to be up early on Saturday may have tuned into the recent repeats of Joe 90 on BBC1 Well, to celebrate the return of Gerry Anderson's greatest hero to our screens we've teamed up with the peeps at Panini to bring you a selection of Joe 90 goodie bags, including a rather smart 'Special Agent Briefcase' (I kid you not) which contains a pair of Joe's famed specs and loads of other stuff, a Joe figure and Air Car, and a secondary spy kit They're worth about £60 to buy, but we've got twenty to give away to the first people to answer the following question and send the answer into the usual MEAN MACHINES SEGA address marked HOLY JOE COMPO

Which of the following isn't a Gerry Anderson series.

**A. Terrahawks.**
**B. Bleep And Booster**
**C. Fireball XL5**

## JORDAN ADVENTURE

- NEW GAME
- BY EA
- MEGADRIVE

Basketball hero Michael Jordan aims to rob Shaquille O'Neal of the title of Basketball star in feature in weirdest unrelated video game with EA's Michael Jordan adventure His finger-tipping, all-dunking sprite (whose 350 frames of animation are taken from digitised footage of the tall guy himself) takes on various zombie un-lifeforms, in a nightmare scenario that seems to borrow from George A. Romero's Living Dead films A release is planned soon, but exact details are sketchy

## VACUUM PAC-ED

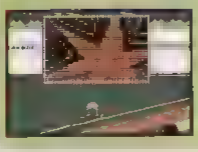
- NEW GAME
- BY NAMCO
- MEGADRIVE

After a long time in the wilderness, Namco are resurrecting Pac Man from the games dumper by plugging him more than a new album. Their Pac Man 2 is a strange fish (actually, it's a game). Starring the old trooper in a sideways scrolling puzzle game, the player has control over a cursor which fires powerpills and dots, all to the end of stopping the rotund hero from falling over skateboards, avoiding barking dogs and generally negotiating the neighbourhood. As yet we haven't got a clue what's really going on there, but normal service will be resumed next month. Probably.

## HAND BALL

- NEW GAME
- BY EA
- GAME GEAR

Prepare to experience the handheld of God as EA have amazingly developed FIFA Soccer for the Game Gear All the features of the original Megadrive version are comfortably included, and that means the isometric view stays as does the multi-player option This one's heading for a Christmas release, and we'll have a review as soon as poss



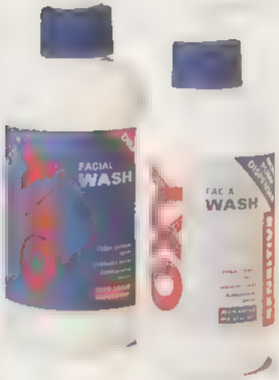
## YOU DON'T SAY

**Bonjour mes petit Segaphiles, welcome to zee world of gosseep...**

Proudly brandishing their newly-acquired Sega licence, Interplay have snapped up one of the biggest licences of next year in the form of Spielberg's forthcoming **Casper The Friendly Ghost** Starring Christina Ricci from the Addams Family, Monty python's Eric Idle co-starring as a mad englishman (quelle surprise) and ILM's stunning computer graphics providing the ghost effects, the film should be massive when it is released early next year with the game appearing soon after As such, **Rock'n'Roll Racing**, **Clay Fighters** and **Boogerman** are also expected early next year Over to Brummie geezers US Gold, who have a plethora of goodies entering development First on the starting block is **Izzy: Atlanta '96** which is a platformer starring the mascot of the next Olympic games, and this will be followed by an officially-endorsed sports sim with loads of Olympic events Following those, US Gold have a swashbuckling **Zorro** adventure on its way to cash in on the forthcoming Spielberg (doesn't that guy sleep?) film, and another similar sword-related game in the form of the one-on-one slice 'em up, **Touche** Finally we bring our US G round-up to a close with a sequel to **Hulk** No comment Well, it has been a quiet month for dumped software with no real casualties, but I'll just finish with the news that Shiny have just started work on **Earthworm Jim 2** First of all, though the first Jim is heading for a coin-op near you in a massively-revamped form More on both of these next soon 'Til next month Pip pip

# YOU WON'T SEE ME WITH SPOTS.

Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

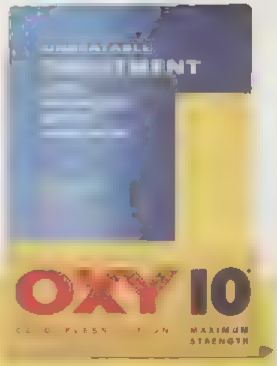



Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

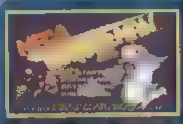
Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

## HARDLY EVER.




Always read the label. Oxy 10 contains Benzoyl Peroxide. ®OXY and OXYCUTE 'EM are trademarks

**OXYCUTE 'EM!**



1-5 PLAYERS

GAME TYPE
BLOW 'EM UP(!)

PRICE £34.99

BY SEGA

RELEASE NOVEMBER

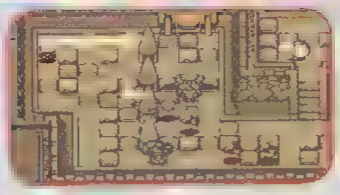
**OPTIONS**
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
DIFFICULTY: AVERAGE

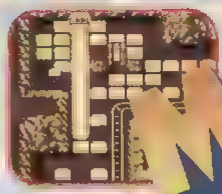
**1ST DAY SCORE**
REACH CRAB BOSS

**ORIGIN**
Bomberman started his explosive life on the PC Engine, before jumping ship to the Nintendo machines. This is an expanded version of those.

**GAME BREAKDOWN**

**GAME AIM**
Collect pieces of puzzle in the one-player game, or simply blow those mates into small pieces in the multi-player mode.

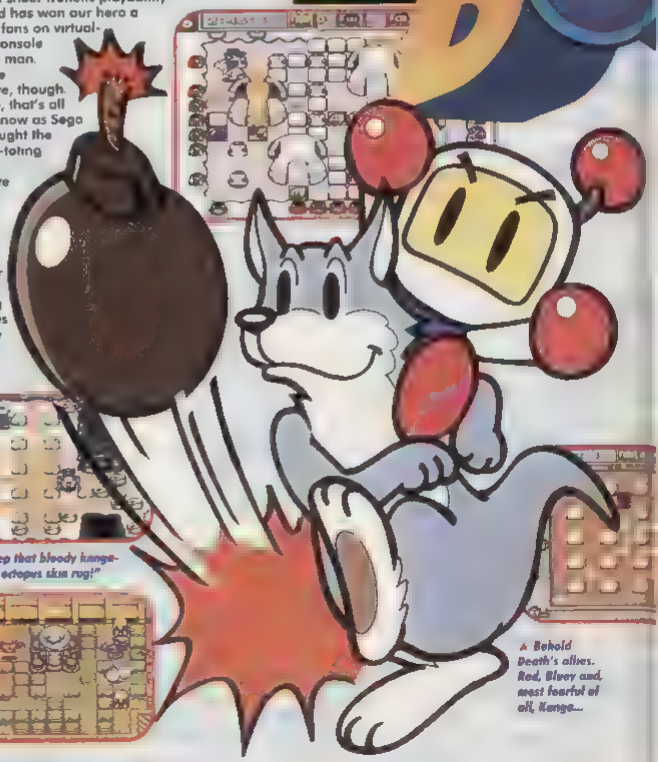




Consoles come and go, bringing with them the occasional gaming hero destined to stand the test of time. Thus, whilst the likes of Bounty Bob, Technician Ted, and Monty Mole are now but vague memories of past platformers, Hudsonsoft's explosive-lobbing hero, Bomberman, is a veritable 'Luvvie' of the games world — the binary equivalent of Bruce Forsythe, no less. But without the crap jokes. And wig.

Anyway, for longer than I care to mention, yon Bomberman has eked a living throwing large comedy bombs at a series of foes and opposing players. Whilst the premise may not sound that great, the sheer frenetic playability generated has won our hero a legion of fans on virtually every console known to man. Except the Megadrive, though. Mind you, that's all changed now as Sega have brought the little TNT-toting hero to a Megadrive near you. Which is quite lucky really, or our cover and the following five pages would be blank.

▲ *"Oi! Keep that bloody kangaroo off my octopus skin rug!"*



▲ *Behold Death's allies. Red, Blue and most fearful of all, Kenge...*

# MEGA BOMBERMAN

## TIE ME... ER, DONKEY, DOWN, SPORT

On locating an egg, touching the avoid doubles Bomberman's durability by giving him a trusty steed. Whilst the newly hatched creatures resemble brightly-coloured kangaroos, Sega assure us they are in fact donkeys – mind you, the picture on the game's title screen makes it look like a kitten. The kangaroo's – sorry, donkey's main task in life is to act as an extra life for our hero and sacrifice themselves if hit by an explosion. However, depending on the animal's colour they can also perform extra functions, with blue ones jumping, the yellow ones moving blocks, and the green showing a handy turn of speed.

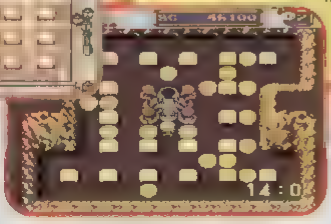
▲ The phantom rug eater strikes again!

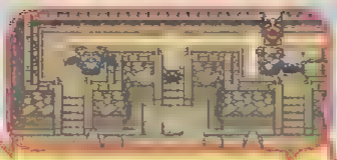
▲ Trivial Pursuit: Bomberman style!

▲ Kangaroo detonation – ban this evil craze now!

## PICKING UP THE PIECES

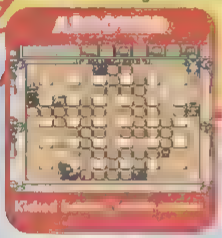
Mega Bomberman is an amalgam of every version of the game released so far. In addition to the expected four-player mode, different bombs and play-areas, Hudsonsoft have drafted in an extra for our hero to ride and added an entire family of Bombermen and Bomberwomen to control. The one player mode shows the greatest addition though, as a purpose has been given to the bomb bunging antics. The game is split into five worlds, each of which is presided over by a boss. Each world is built around a circular disc which brings peace to the local area. However, in order for the game to have a scenario, the five discs have been shattered, leaving the worlds in disarray. To restore good, Bomberman must blow up a series of metallic columns to shatter a glass tower containing the pieces. On doing so, any remaining baddies and blocks are turned into bonus giving coins and, eventually, the discs replaced. Simple.

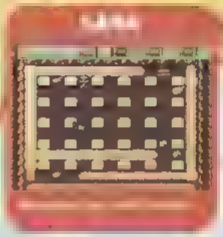


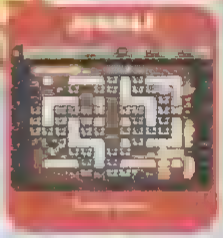


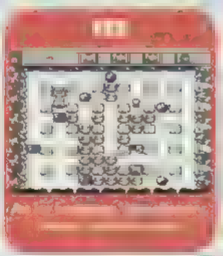
## HOMES AND GARDENS

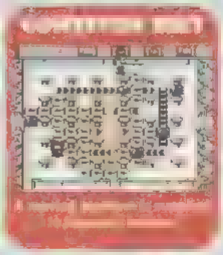
Whilst Mega Bomberman is a smart one player game, it really comes alive when four people get together in an attempt to outwit each other. The multi player mode begins with the four contestants (including really evil computer-controlled ones) trapped in a corner. From here, the basic aim is to blow your mates up using whatever comes to hand. However, in order to add a little spice to the proceedings, there are ten battlegrounds on offer. Let's see what sort of person lives in a maze like this.

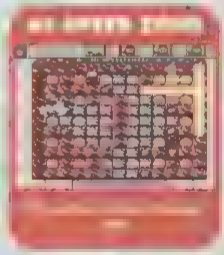


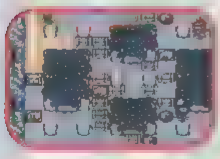


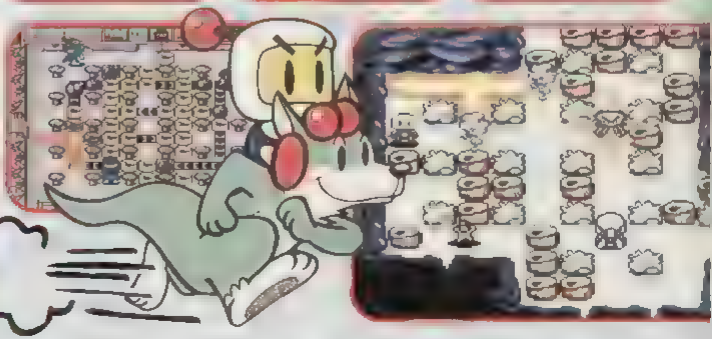


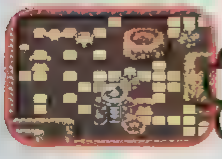


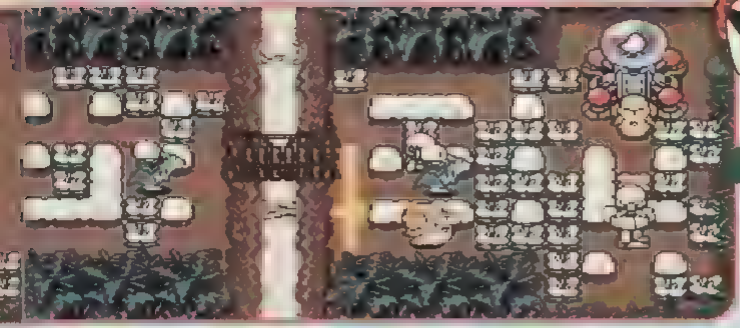






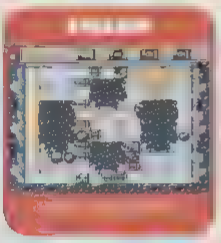


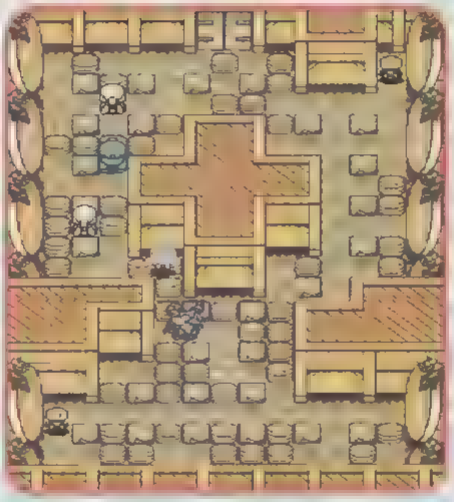


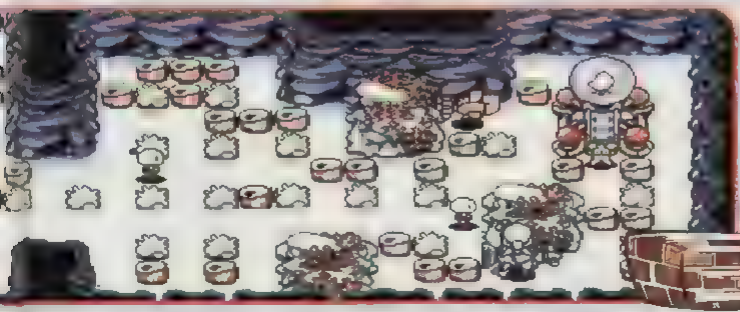


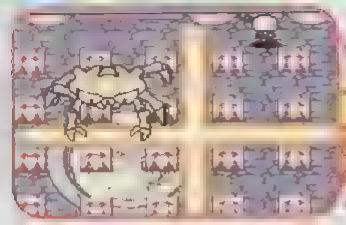
**STEVE**

I have been an ardent Bomberfan throughout his many incarnations, but this Megadrive version is quite simply the best of the bunch. Rather than porting the rather dated Super NES game over lock, stock and barrel, Hudsonsoft have taken ideas from virtually every version of the game in existence, and created the ultimate Bomberman in the process. The basic premise of blowing up mates and collecting power-ups dates back to his first appearance in Dynablaster several years back, but the addition of kangaroos, a wealth of scrolling levels, and the toughest opponents this side of Chris Eubank bring Bomberman bang up to date and rightfully earns him his new 'Mega' monicker. I could go on for hours spouting praise for this stunning game. The four-player mode has to be played to be believed, the difficulty level is spot-on without resorting to frustration techniques, and the incredibly low price is a massive bonus. It may not be a MEG-heavy cart, but Mega Bomberman has more playability than most of the graphically fancy carts we've seen of late. The word classic is bandied around far too often, but if anything deserves it, this does.



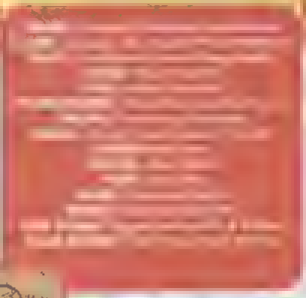






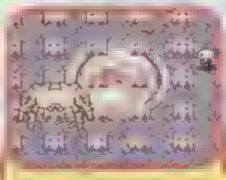
# TNT-ED SHADES

Killing nasties or blowing a path through blocks often reveals an icon which, when collected, is immediately added to Bomberman's inventory. Hey and guess what, here's a list of what they are



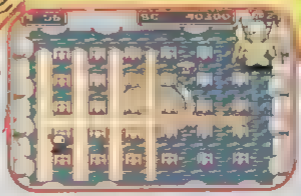
**GUS**

While the trend of Megadrive games is continual improvement, there has been a price to pay, and consumers have had to play it: £50, £60 then £70. Buying a game like Bomberman at £35 and finding it to be one of the greatest games ever (as indeed it is) is like all your Christmases come at once. The multi-player option, glorious in its simplicity, is the best reason ever to buy a four tap. You'll be hooked within minutes, yet still playing it heavily months ahead. Luckily, Hudsonsoft have been gracious enough to improve and add elements to this part of the game, the core of the Bomberman experience. The single-player mode, in all honesty is not half as rewarding, but still a pretty good crack, and there are masses of tough later levels. You have to have this game if you want to call yourself a serious Megadrive gamesplayer — it's as simple as that.



# BOSSING ABOUT

No sooner have the missing pieces of amulet been retrieved than the screen goes quiet and blocks drop on to the play area hotly followed by a larger boss creature. Each of the game's five worlds is based on a graphical theme — water, volcanic, haunted house — and the bosses reflect this and appear in the guises of a large radio-controlled banana, a huge crab and a vampire. As has become the norm with bosses, they wander around the screen, loosing off the occasional stream of something deadly or morphing into another form, and only give up the ghost when sufficient TNT is pumped into them.



## GRAPHICS

80

▲ Plausible backdrops, and a wide range of nifty ideas — including a mine and robot

▼ Initial appearances may be off-putting — don't be fooled!

## SOUND

76

▲ The music adds to the frenetic nature of the multi-player game.

▼ A bit weak in the explosion department to say the least.

## PLAYABILITY

96

▲ Second to none. Easier to grasp than a velcro bouncing ball, and with playability that outlasts the Queen Mum in the longevity stakes...

## LASTABILITY

93

▲ The one-player modes gets tough after the third boss, so won't be completed in a hurry. The multi-player mode will keep you burning the midnight oil.

## VFM

95

▲ £35 for this! It's a steal! Get it before they change their minds...

## OVERALL

94

Playability incarnate. Mega Bomberman is quite simply the most addictive game of the year. A must of the rules and a genuine classic.

# Have you got enough mates?

## J-CART

FOUR PLAYER POWER

Codemasters **J-CART** is the world's only video games cartridge that gives you simultaneous **four-player action instantly.** You don't need anything - so you can **forget adaptors.** It's all there. With two built-in joypad connectors, just slam two joypads into the J-CART the usual pair in the console and get ready for an **adrenaline-pumping four-player challenge game.**

The question is... have you really got enough mates?

**PETE SAMPRAS TENNIS ON J-CART**

**OUT NOW**

THE SEQUEL TO

Micro Machines

OUT NOVEMBER 25th

ON 4 PLAYER J-CART

Codemasters

# WELCOME TO URBAN STRIKE!

**How does Armageddon appeal? The U.S. levelled to a post-apocolyptic desert ...**

You stand between New York and the evil forces that have the big apple, San Francisco and Vegas marked down to be Sahara lookalikes. Your mission, which you can hardly turn down, is to inform the sinister king of the information highway, tycoon H.R. Malone that his war machine is his own private road to nowhere. Behind the controls of your lethal attack chopper stacked to the roafers with fire power you will do battle over ten multi stage missions in the skies above Uncle Sam's major cities. Will you have the courage to leave the protection of one of three new attack craft to fight it out on foot? Where a power-up could mean the safety of America or a split second could mean armageddon. Welcome to Urban Strike!

ELECTRONIC AR

WORK IN PROGRESS

# tee-off

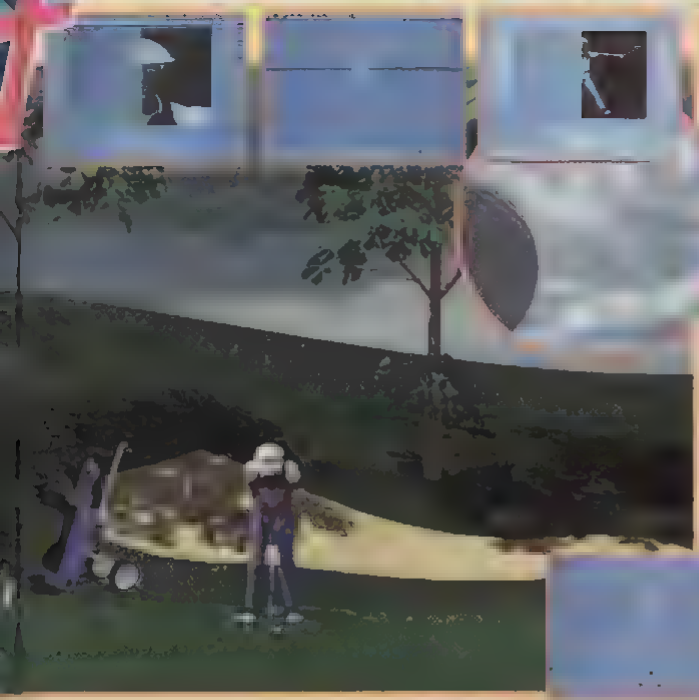
**With only mere glimpses of 32X and Saturn stuff so far, don't you think it's time someone revealed a larger glimpse of the future. Steve Merrett is only too pleased to help...**

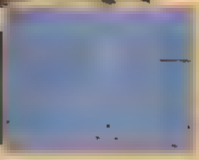
Ordinarily, we wouldn't normally bothering WIPing a Golf game After all, let's face it, there's only so much you can say about how a shot power bar works and how the courses are put together. Core's Tee-Off, however, is a different kettle of piscines entirely – because, Tee-Off is the Derby-based company's first Saturn project, and we were exclusively invited behind the scenes to witness the next generation in the making

So what could be so radically different about a 32bit Golf game? Well, how about fully rendered courses where everything is shown in the tiniest of detail? The ability to view the course and the thousands of colours used to shade it from any angle? And if they aren't good enough reasons, perhaps because the Saturn hardware allows for extremely realistic animation might do. All these features have been incorporated into Tee-Off's four eighteen hole courses, and Core's overall aim is to create a game which, whilst it looks extremely close to the real thing, also contains the much needed playability to keep the user interested. So join us as we go were no mag has gone before nto the Saturn Zone (doodeedoo-doo doodeedoodoo

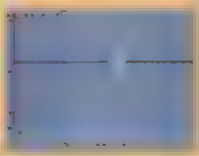
## MOVING STORY

# WHO NEEDS MODE 7!





Golf as seen through the eyes of a Predator



Actually, the above caption is a complete lie. Sorry

A wireframe pic of a bloke with a club up his bum.

**PROJECT**
TEE-OFF

**PUBLISHER**
CORE DESIGN

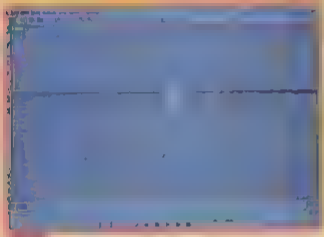
**INITIATED**
MARCH '94

**RELEASE**
NOVEMBER '94

**FORMAT**
SATURN, 32X

**DEVELOPERS**
JASON GEE, JOHN HILLIARD

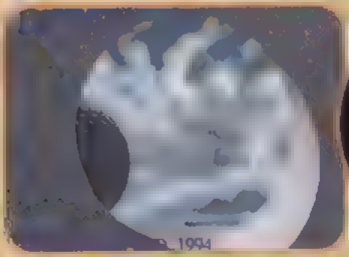
## FORCE



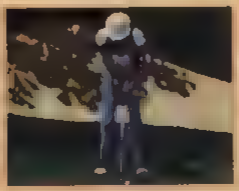
▲ This isn't the same picture as on the previous page. He's moved a bit to the left. Honest.

## MACHINE CODE

▲ Ooh, ow! Me back has gone and cricked. I'll be stuck like this for ages.



The courses can be viewed from any angle. Including from in the hole (Art)...



# KICK OFF 3
## EUROPEAN

**Get ready to rumble!**

Kick Off 3 - European Challenge doesn't give a F*F* for any other soccer game. You know it kicks ass!

There's more to Kick Off 3 - European Challenge than just hitting buttons and waiting for things to happen.

You control the machine - it doesn't control you.

Can you handle it?

Come and have a go if you think you're hard enough!

AUCO

VICTOKU

# THEME PA

**"Life is just like a merry-go-round, with all the fun of the fair". So sang Sandie Shaw, and who are we to argue? Certainly not Gus, who recently took a roller coaster ride through the development of Theme Park, Bullfrog's new amusement park management game.**

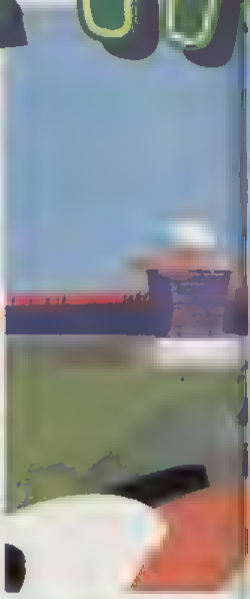
Theme Park is the work of Bullfrog, a respected team of developers who products are both distinctive and innovative. Theme Park is set to offer a completely new gaming experience for the Megadrive, giving players carte blanche to create a fully-working theme park, complete with rides, shops, staff and scenery. Exactly how you construct the park is up to you, but the game has two primary objectives: be the best by winning awards in six park categories — and make money.

Combining the two is not as simple as it may sound.

From these principles Bullfrog have a ready created a stunning original version of Theme Park for the PC and Macintosh. Its summer release was followed by rave reviews from PC magazines hailing it as an instant classic. But the PC and the Megadrive are very different machines. Although the intention was always to convert the game to console, inevitably some changes have had to be made. Partly these reflect the differences in hardware, but also the expectations of the owners of each machine. Bullfrog are aiming to make Theme Park as involved as before, but with a simpler, more user-friendly interface and zipp er gameplay.

The best bits of the original are definitely staying put, the humour being one example. You are free to watch visitors to your park react to your planning in some hilarious ways. Put too much caffeine in the coffee and watch them go hyper, see them come a cropper on a dangerously-designed big dipper. Some things are out of your hands, though — witness a gang of thugs arriving on scooters, who then proceed to give your staff a good kicking. The attention to detail is mind-boggling.

The overall scenario lets you build a global network of parks, the game becoming more challenging as you progress, but bearing in

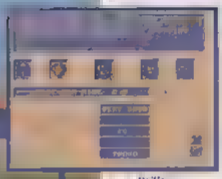


*The mushroom viewing tower is a mid-range ride.*

# ARK

## LITTLE COMPUTER PEOPLE

At the heart of the simulation are the antics of the park visitors. The success of the park depends on them coming in droves to pay the entrance fee, and the success of the game depends on their actions appearing realistic and believable to the player. To this end, the programmers have made each visitor quite sophisticated. The each have a profile stored in memory that determines what they've going to do next, if they have any phobias, and most importantly how they feel. You are able to read their thought bubbles simply by selecting the appropriate icon. The graphic artist, Mark Healey, has created a range of people types — there are park workers as well as visitors — from two basic sprites, and has used colour palettes to create the diversity of people found in the game. The aim is to have hundreds of visitors milling about your park at any one time.



*Utility screens display player info.*

THEME PARK

EA

JANUARY '94

JANUARY '95

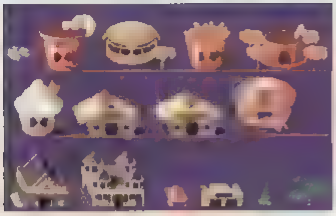
MEGADRIVE

BULLFROG

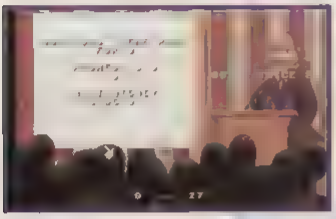
*Genesis of a theme park, from a bare construction site, to a rides and then the punters arrive.*

## THEME TUNES

All the sound in Theme Park is the work of Russell Shaw, Bullfrog's resident musician. He spent four months putting the sound together for the original version, and is busily porting over the best for the Megadrive conversion. The sound, which is quite a lot for a 16-bit, has three channels for music and five for sound effects. The rides have their own music, which plays continuously, changing the beat of the sampled sounds to fit the gameplay. For instance, the calmer music in your park, whereas laughter and screams are added to "Theme Park." Russell has access to all the sound effects used in Hammer, but the data has to be compressed to fit the cartridge, losing some of the PC samples, but the clarity remains. Megadrive will have a stereo sound effect on the PC. "I'd rather have fewer effects of higher quality," he confides. To give the park more atmosphere, Russell recorded from an external source, such as a radio, and used the noise for sound effects. Some of the sounds are sparked off from the visual work of the artists, like the Andy Beale and Mark Healey coming up with. When the idea of making the guests throw up arose, Russell created the perfect wretching noise to accompany it!



▲ *The Ghost train survives intact from the PC version.*



▲ *The auction screen is a way to make a fast buck on your park.*

▲ *Progressive animation cells of the Space Spinner.*

## YOU CAN'T BEAT A BIT OF BULLY

Surprisingly, the main task for the programmers to grapple with has been the game presentation, the graphics and interface, rather than the mechanics of running the Theme Park engine. All the graphics have been completely re-written, and Andy prefers them over the computer versions. "A really tricky problem for us was displaying the park in its isometric viewpoint," he says. "On the Megadrive it takes up a lot of memory and processor time to do this. We got around it by mapping the park out flat, then shifting each line horizontally, giving the impression of an three-dimensional view". Andy's justifiably proud of the trick, as this conversion might not have been possible without it. The interface has been completely revamped with easier-to handle icon menus, and the appearance of the 'Adviser', an in-game character who offers advice is now occasional rather than constan

## PC CORRECT

Lead programmer Andy Beale has had to do a lot of the programming work on Theme Park from scratch. He [illegible] "on the PC you had to have Theme Park [illegible] 33MHz. I'm working with a 16-bit [illegible] so there's obviously going to be [illegible] for the Megadrive, and as [illegible] PC Theme Park had a [illegible] for your shops, both of [illegible] from a gameplay viewp[illegible] a question of making the game [illegible] of the high-end management stuff [illegible] without it". Otherwise it's all there, [illegible] and cuter. And Mark Webley, head of conversions, is certain that there will be additions made to the game. "They'll almost definitely be more rides than the twenty five or so offered on the PC. We're also going to keep some rides specifically for some parks, as an incentive to play further into the game. There will also be different scenic backdrops — like snow and desert, created by changing the graphics palette. The Megadrive is actually a neat machine for doing things like that".

THE BIGGEST GAME OF THE YEAR!

# SONIC & KNUCKLES

[illegible] TO TURN SONIC 3 IN TO A MASSIVE 32 MEG [illegible]
EXPLORE PREVIOUSLY HIDDEN AREAS ?

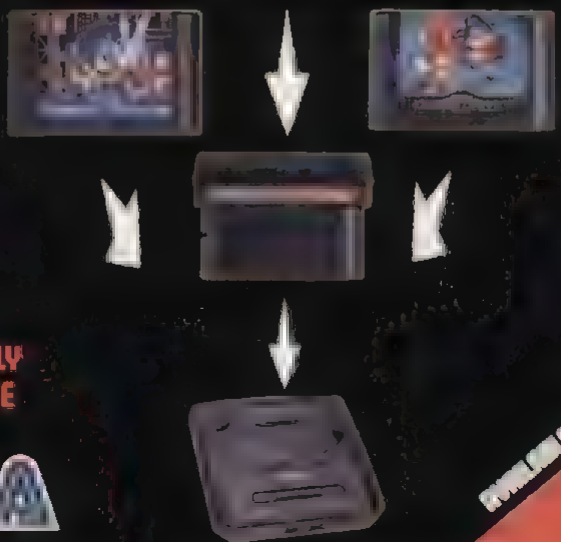
WANT TO BE KNUCKLES IN SONIC 2 ?

[illegible] TO SEE WHAT HAPPENS IN SONIC 1 AND SONIC [illegible] ?

YOU DO ...

THEN YOU NEED

**SONIC & KNUCKLES!**



THE FIRST BACKWARDLY COMPATIBLE GAME

SEGA

AVAILABLE ONLY FROM SEGA

OUT 10TH OCTOBER

**With more platform heroes behind them than the days of Glam Rock, Konami are about to experiment with the adventure genre. Steve Merrett goes back to the future...**

# SNATCHER

▲ *Hello, we'd like to talk to you about God...*

Take a dollop of Ridley Scott's Blade Runner, mix in a serving of Japanese Anime animation, and finish it off with a lump or two of classic adventure games, and you're on your way to the recipe for Konami's new Mega-CD release. Converted from the original PC Engine game, Snatcher is set in the year 2047 and a spate of 'Snatcher' killings is gripping the dark underworld of Neo Kobe City. According to rumours on the crime circuit, 'Snatchers' are rogue killer droids who are offing humans and adopting their victim's identities.

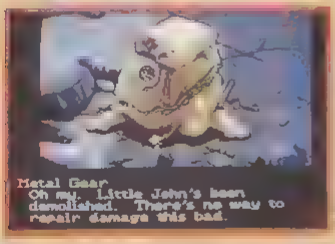
In order to prevent more slaughter, the authorities have banded a group of Snatcher hunters under the collective title of a Junker Agency – with Junker an acronym of Japanese Undercover Neuro-Kinetic Elimination Ranger. Stepping into the grubby raincoat of a newly-recruited Junker called Gillian, the player's task is to gain information from the local bars, shops and known villain regarding the whereabouts of suspected snatchers, before hunting the vicious machines down and destroying them before they kill again. However, the number of droids on the streets isn't known, the locals resent your intrusion, and your means are far from orthodox. The chances are it could be a long task.

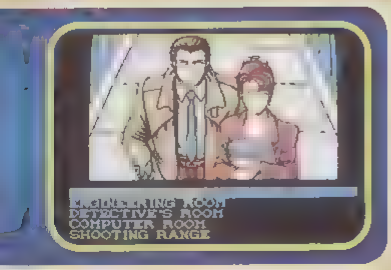
## GETTING TO GRIPS

Snatcher's cyberpunk city is shown as a [illegible] of the top half of the screen, as the player [illegible] series of [illegible] Talk, [illegible] pad, [illegible] action [illegible] metal [illegible] an [illegible] lineage, [illegible] four or [illegible] two of plot twists and turns so if your action is incorrect, the game will take a different route.

# HER

▲ "Spare us 50p for a cup of tea, Guvnor?"



**PROJECT**
SNATCHER

**PUBLISHER**
KONAMI

**INITIATED**
APRIL '92

**RELEASE**
JULY '94

**FORMAT**
MEGA-CD

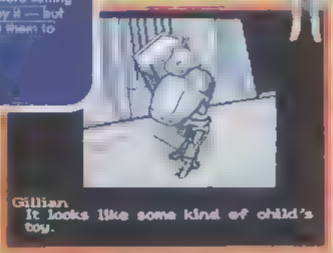
**DEVELOPER**
KONAMI JAPAN

## LET'S GET READY TO RUMBLE

According to Konami's development team, it will take eight hours for the player to make their way from the start of the game to the end — one that's providing they don't make any mistakes. The team's aim was to create a Blade Runner-style arcade/adventure for the Mega-CD, and they certainly seem to have captured the measly atmosphere of Ridley Scott's classic film — even down to the violence. The Snatchers are vicious machines who act senselessly enough until they are rumbled, after which a fully-animated fight is shown. Destroying the robots is far from simple as they often catch you unaw[illegible]tion. One perfect example is when the player investigates a fantastic visitor's flat in search of clues. As the player rifles through her pr[illegible] as [illegible] the Junker and tries to strangle him! Thus, you have mere seconds to work out how to stay alive! Similarly, other sections take the form of a cursor-controlled shoot 'em up section with the player blasting away the approaching cyberge — and this section is fully Justifier-compatible!

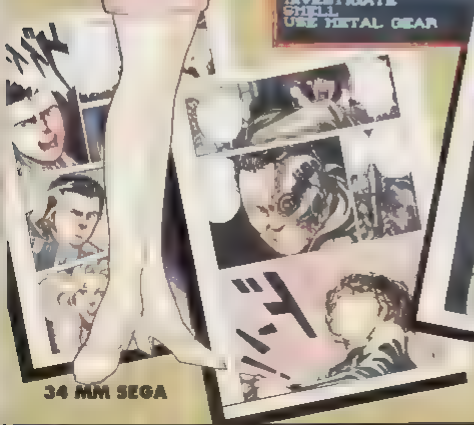
# NEW JUNK CITY

The Snatchers are virtually indistinguishable from the humans they have killed, and the only way to locate the bio-mechanical monsters is by interrogating local hoods for details on suspects. Starting at the Junker officers, the player is given a selection of leads which can be followed in any order. From the office, you can then travel to the scene of the crime and start hunting for clues in the town's bars, clubs and alleyways. Eventually, you should amass enough clues to pinpoint the machine before setting off to destroy it — but don't expect them to die easily.



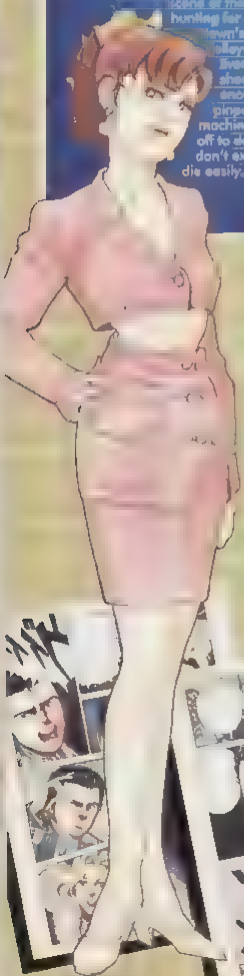
Gillian
It looks like some kind of child's toy.

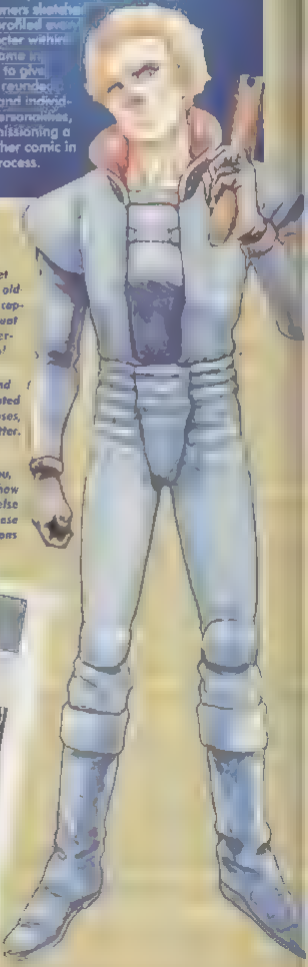
INVESTIGATE CHILL USE METAL GEAR



# SOUNDING OFF

Konami's main aim during the development of Snatcher was to create the closest thing to an interactive movie. As such, the game makes the most of its CD medium by cramming enough animation into the story to make Akira resemble an episode of Rocko's Modern World. The sound is also of equal quality, with a brooding soundtrack accompanying the action, and speaking up when the lights begin. Using the PC Engine game as a basis, Konami's programmers sketched and profiled every character within the game in order to give them rounded lives and individual personalities, commissioning a Snatcher comic in the process.





*Let's get back to an old style MMS captain. A squat robot yesterday. Ho-ho!*

*Er, mind the decimated sewer corpses, Marlee. Titter.*

*Mind you, it's funny how everyone else is doing these style captains now...*

# ZAP YOUR MATES WITH A BRILLIANT BATTLE GAME.

beat the built-in computer

their faces

squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear

CASIOCLUB

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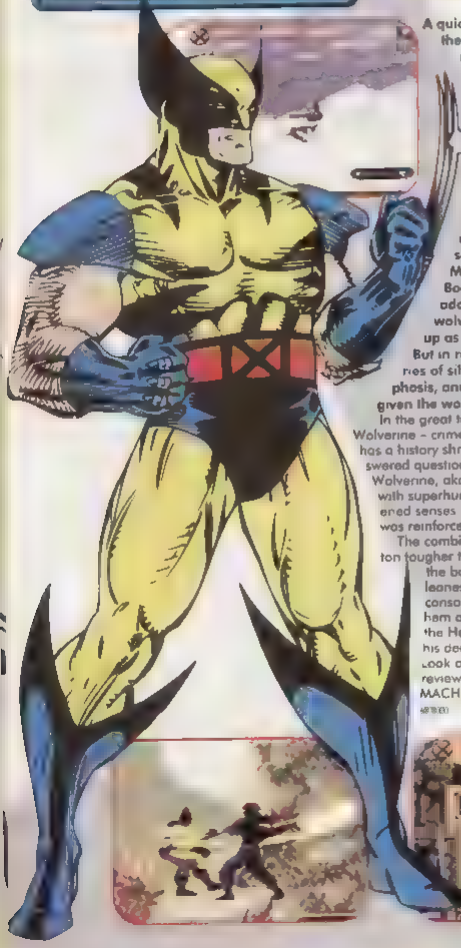
CASIO

# WOL



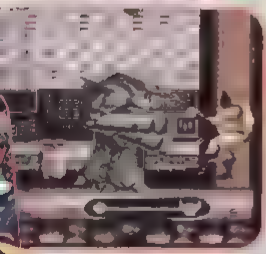
A quick gander through the books of myth and legend proves our fascination with the wolf. After all, wolves were responsible for saving Romulus and Remus from the wilderness. Romulus eventually building the city of great civilisation, Rome. Mowgli, of Jungle Book fame, was adopted by a pack of wolves, and brought up as one of their own. But in recent centuries, stories of silver bullets, metamorphosis, and young girls found dead, have given the wolf a bit of a bad press.

In the great tradition of all superheroes Wolverine – crime fighting agent par excellence – has a history shrouded in mystery and unanswered questions. A mutation of man and beast, Wolverine, aka Logan, was found originally with superhuman healing powers and heightened senses. Recognised as an asset to the Canadian armed forces, Wolverine's skeleton was reinforced with a virtually indestructible metal known as adamantium.

The combination of superhuman powers, super strength, and a skeleton tougher than a Terminator T-800, has lead to Wolverine heading the battle against crime disorder, confronting the meanest and leanest batch of super criminals. In this, his first outing on the console market, our crime fighter must cover six levels of mayhem and obstacle from the Dead Man's Land to the Hellfire Club, confronting his deadliest adversaries. Look out for the essential review in a copy of MEAN MACHINES coming to you soon.

*If I could just reach that lever...*

# WOLVERINE



## BAD EGGS

To be a superhero crime fighter you need a large stock of baddies to constantly do battle with. Wolverine certainly has the monopoly on really evil, devious, good-for-nothing criminal activists. Judge for yourselves

**ALBERT**
Originally created to destroy Wolverine but since destroyed Albert is an andreid replica of his mortal foe. A jack of all trades.

**BLOODSCREAM**
Vicious vampire who strips people of their psychic energy. With his razor sharp talons and fangs, he is a dangerous character.

**CYBER**
Another adamantium clad warrior, capable of inflicting damage with no effect to himself.

**FITZROY**
A time tripper of unusual proportions. Steals the lifeforce of others to generate his experiments.

**LADY DEATHSTRIKE**
Ultimate cyborg assassin in the employ of Kingpin. Another adamantium-laced foe with fast long claws.

**LCD**
A little girl in appearance, but beneath the tiny frame is a powerful android, packed full of explosives.

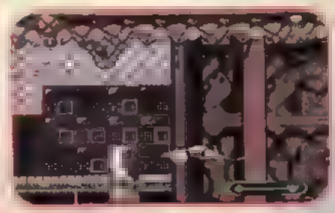
**LURKER**
A "Hunter From Darkness" [illegible] from the Canadian wilderness by Wolverine. Now wants to terminate him.

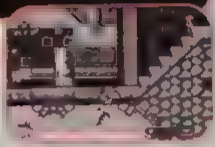
**SABRETOOTH**
One of Wolverine's greatest adversaries. Very similar in attributes, and looking to finish our lupine hero.

**SHINOBI SHAW**
A ninja master of the highest proportions. Deadly combatant, and able to slip through walls and floors.

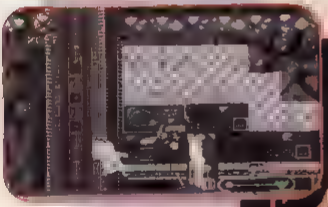
## WOLVERINE: THIS IS YOUR LIFE

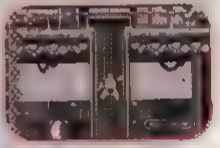
Real Name Logan
Occupation:Adventurer, Captain in Canadian armed forces, assigned to intelligence (retired)
Identity Secret, known to certain members of the Canadian government
Legal Status Citizen of Canada, now permanent resident in the United States
Former Aliases Weapon X
Place of Birth Unknown
Marital Status Single
Known Relatives None known
Group Affiliation X-Men
Base of Operations Professor Xavier's School for Gifted Youngsters, Salem Center, Westchester County, New York





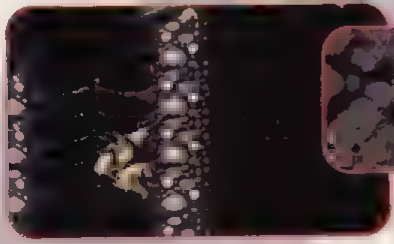
"Hmm, strange orange carpet," muttered Wolverine.





"Gotta find a loo quickly. My bum's playing tortoises..."

▲ "Anyway, after the midget ads the work just seemed to dry up..."



Damn these nasty polished floors.

## ANT MUS-HEE-ECK!

The source of Wolverine's power is the metallic skeleton implanted in hius body. No other creature would have been able to withstand the extremely dangerous operation, but thanks to his mutant origins, Wolverine concentrated his healing powers in order to survive. Adamantium was first developed by American scientist Dr Myron MacLain, but the process of bonding it to bone was stolen from Japanese scientist Lord Dark Wind. A Dr Hudson perfected the formula, and after accidentally wounding Logan (Wolverine) whilst hunting, decided to use him to test the theory without knowing the consequences.

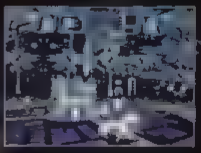
# SOULSTAR

Blasting back the boundaries of the gaming experience, SOULSTAR captivates up to two players with out-of-this-world 3D graphics, a multi-morphing combat craft and fast and furious gameplay. Fly, drive and shoot your way through more than twenty incredible missions in a progressive, space shoot-'em-up that beats all the others!

"A shoot-'em-up of epic proportions, Soulstar takes you on a roller coaster ride of supreme blasting action."

"Soulstar certainly looks like a contender for Mega-CD game of the year."
MEGA POWER

Available on:
Mega-CD



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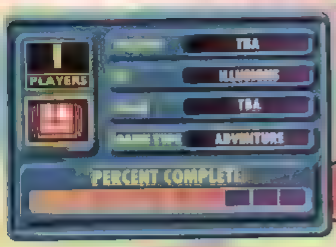


# Scoo

**You could get away with things in the 1970s that you wouldn't imagine now. Take, for example, four young people driving about in a painted Bedford van with a talking dog. Today we'd label them New Age Travellers and call the police — but back then they were the police! More accurately, they were the feisty young investigators of Scooby Doo.**

ROOBY ROOBY ROOOO!!

Now being reshown on ITV, Scooby Doo was basically one of the best cartoons of all time. Every week, the gang would jump into the mystery machine, go somewhere remote and spooky and believe they'd had a supernatural experience. Then they would discover it was actually a bent pensioner dressed up as a monster, who was trying to scare everyone away from his stash. And he would always say "and I would have got away with it, if it wasn't for you darned kids!" Superb.

The real mysteries weren't in the plots. What we really wanted to know was if Daphne and Fred ever got their legover, why Velma never got contact lenses, and why they always agreed to split up (Shaggy and Scooby always got chased, but the others never did).

Now Illusions Software (who wrestled with the Ren and Stimpy conversions) have attempted to capture the essence of the classic show in a Megadrive game. The evidence is promising so far, and the Scooby is perfectly suited to the adventure genre. As of yet, however, nobody in the UK is lined up to release it. Not even for a Scooby Snack. Expect this to be resolved soon, though, and a review to follow.

Scooby Doo is an icon-driven adventure styled like Lucasarts' Monkey Island games for the PC and Amiga. Shaggy and Scooby wander round a plethora of locations picking up objects, legging it from monsters and trying to solve the mystery. It's a tough game to crack, but lightened by the frequent humour of the text and the fact the graphics capture the look of the show so well. There are also adventures on the cart, bringing it to a [illegible] Megs. Coming Later: Bakes Hotel.

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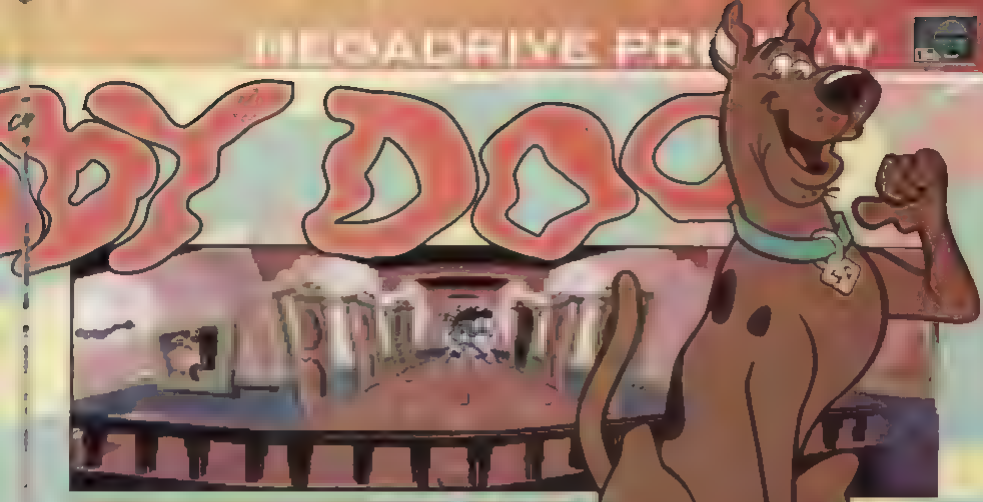
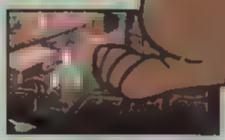
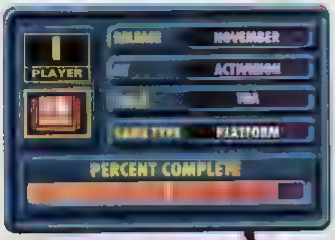
# SCOOBY DOO WHERE ARE YOU!





Scooby's play area is split into two halves the top bit showing Shaggy and Scoob examining each stage's cartoon-style locations, whilst the bottom part contains a list of possible commands. The programmers have managed to capture the essence of countless Scooby Doo cartoons, with the pair getting into chases with ghosts and bad guys (including a brilliant corridor chase!) eating huge, stacked sandwiches, and generally stumbling across the answers to clues. Getting them into these scrapes is simplicity itself too. Using the B button to summon a cursor, our bungling heroes can be made to open, shut, examine, pick up and give items, and combinations of these can be created — ie 'give chilli to cook'. Be warned, though, some of the solutions require an understanding of the cartoon's humour.



You can lose your footing on these crumbly slabs.

A little impromptu blood transfusion.

# PITFALL

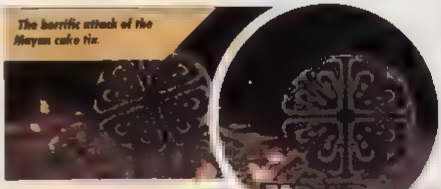
## THE MAYAN ADVENTURE

The rumbling of the jungle drums at EMAP Towers announces the forthcoming release of Pitfall: The Mayan Adventure, Activision's first major UK release for the Megadrive. Obviously intending to make a big impression with their first title, they've chosen to update one of the most successful games of all time, and tart it up with the help of a top sound studio and movie animator.

Pitfall centres on the rainforest capers of Harry Jnr an explorer in the Indiana Jones mode, who has picked up the adventuring spirit from his father Pops himself has been captured by an evil Mayan spirit, which has also possessed the wildlife across the ten scrolling levels of waterfalls, forest paths, cliffs and torchlit temples. Going to the aid of dad forms the basis of the game, which features some novel, and more familiar aspects of the platform genre: you may be used to rope-swinging, but have you ever bungee-jumped in a video game before?

Initially, the game attracts attention with its lavish graphics. Densely packed foliage, multi-layered parallax and about as many colours as you'll see on the Megadrive at any one time. Animation also has a high profile, hundreds of frames employed for Harry himself, and all the work of the studio behind Formgully, the environmentally-friendly kid's feature set in the Amazon.

Pitfall swings onto the shelf in November, nobody is going to accuse it of being ugly, but how will the gameplay fare? Read MEAN MACHINES next month for the review scores and more.


The horrific attack of the Mayan cake tin.

Excuse me, my hand seems to be on fire, I'm afraid.

## GETTING EVEN WITH DAD

The original Pitfall game was programmed in 1982 by David Crane (of Activision) for the Atari VCS system. Not strictly a 'platform' game, it had 100 flick screens of jumping [illegible] was trickier and more complex than anything the system had seen before, [illegible] one of the best games of the time, frankly. Additionally, it all came on an [illegible] cartridge. The Mayan Adventure takes up 16Mega of space (256 [illegible] and has the entire first game programmed in as a secret [illegible] this may seem (and indeed it is!), the memory used for this [illegible] less than that used to store the frames of animation showing Harry running. When Harry Jnr. does locate his father, the programmers thought it would be [illegible] him in the simple pixilated form of the first game.

Time for an underwear raincheck.

Next door's cat takes exception to your arrival.

The Waterfall level has long rope swings.

Blinkin' train strikes. I'll run one meself.

The ruined temples you frequent are full of weirdos.

## MOONLIGHT AND MUSIC

Pitfall is another indication of how the games industry [illegible] ents of the movie industry to improve technical [illegible]. Pitfall can be put down to the work of Kroyer Films, the [illegible] President, Bill Kroyer has worked on previous [illegible] assisted by Brian McEntee, responsible for Art [illegible]. Sound effects and music were engineered by [illegible] vocal, instrumental and animal samples. Their experience [illegible] less movies, from Cliffhanger to Home Alone.

# LETHAL

It's 1873 and the streets of Asserted renegade cowboys spend their time shooting each other, drinking brown-coloured alcohol, shooting each other again, and robbing a few banks. Law is a hard thing to enforce in such a barbaric age, but Konami are challenging you to [illegible] and blow a little respect into [illegible] — ensuring you don't hole a few civilians in the meantime. Yup, it's Lethal Enforcers time [illegible] they've bought their ranch...

Abandoning the asserted terrorist scenarios of the original, Lethal Enforcers II drops the player in the middle of bank robberies, stage coach hijacks and othersuch typically western scenarios. Armed with your trusty six-shooter, the aim of the game is virtually identical to that of the first, with the player plugging the baddies before they shoot back, whilst simultaneously collecting extra weapons and bonuses.

Accurate shooting and the protection of innocent passers-by then translates into promotion from the player's initial humble role as a freelance posse member and up to the rank of Sheriff and all-round good guy.

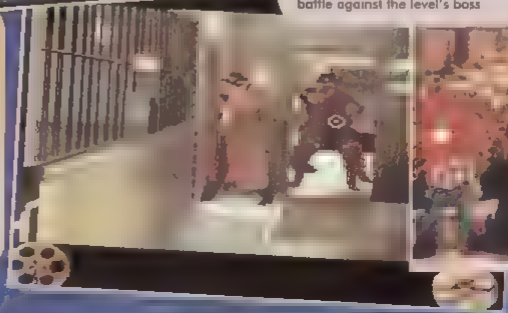
Lethal Enforcers II: Gun Fight is currently planning to ride into town early next year, so join us as we saddle up for the full review in the next few months.

## HOWDY PARDNER

Each stage is broken up into a series of smaller sub-levels with the player wiping out a predetermined number of bad guys before moving on to the next. As with the first game both the backdrops and the sprites have been digitised to add a 50s movie feel to the proceedings, and the bad guys pop up in windows, directly in front of the player, and through doors as they attack with a vast selection of guns, axes, and knives. Similarly, as the game progresses more western cliches such as stage coaches, scalp-hunting red Indians and a gold mine are thrown into the plot, with each stage culminating in a huge battle against the level's boss.

## JUSTIFIER MY LURVE...

Anyone who splashed out on the original Lethal conversion will no doubt have a goudy blue gun lying around waiting for action. Well, fear not Justifier fans, as Konami have ensured that Lethal II is fully compatible with the brightly-coloured sharp shooters. For those of you who can't take such excitement, though, a joypad will do the job just as well with the A button used to fire and the C button reloading a spent gun.



# ENFORCERS

Initially the player is armed with a paltry six shooter which whilst effective needs constant reloading. However, every now and then a glowing icon appears on screen and, when shot, is added to the player's inventory at the bottom of the screen. The most basic of these is an icon which temporarily gives the player a second gun, whilst the more destructive amongst you will relish the chance to polish off a few cowboys using a cannon and a rapid-firing Gatling gun!

# SYNDICATE

Crime doesn't pay. Yeah, and playing with yourself makes you go blind. We all know lots of little glib statements like that which fail to match up with real experience. For some, crime isn't just a way of getting money, it's a career. That position aptly describes your character in Bullfrog's promising new strategy/ action game, Syndicate.

The producers of the ground breaking Populous, and the highly-complex wargame Powermonger have created a nightmare future of global corruption, where corporations rule over nation states, and the line between lawful and illegal is very faint indeed. As head of a crime syndicate, your task is to expand operations across the globe — split into 50 large territories, controlled by other syndicates.

Each territory houses a problem for your syndicate, and consequently you send a team of your hoods to shake up the neighbourhood. Sometimes this means an assassination, an abduction, or even a bloodbath to wipe out an opposing syndicate. Once you have control, you may tax your new population, and use the proceeds to strengthen your own team.

Syndicate was a massive hit on the Amiga in 1993, which set it up nicely for the PC, Macintosh and now console conversions, all of which capture the essential elements of the original. Bullfrog have re-written the game entirely, with new missions for every sector and a revamped control system, making your syndicate cyborgs easier to control. More immediately interactive than Bullfrog's previous releases, Syndicate is their most Megadrive-friendly title to date. Catch the review in MEAN MACHINES next month.

## Chip Shop

The subversive cyborgs under your control are civilians who have been abducted and 'reprogrammed' by the syndicate. With a chip inserted in their necks, they obey commands to leave one to either aliens or in a group of up to four. You may also security your crew by replacing body parts with manufactured components, thus improving their performance.

▲ *Trumpton: 2047AD. Windy Miller makes a fatal discovery...*

▲ *"The chip shop? Yeah, take a left at the Lloyds bank, and cut through the grave yard. It's just off to the left next to the deli..."*

*Oi, put that bloody fire, you little hooligans.*

## RETINAL SCANS

The look and feel of Syndicate ties in with the development of the Cyberpunk idea, incorporating ideas from William Gibson's novels and graphic novel series like Shadow Run. It paints a vision of a vicious, uncaring, but lavish future, set in decaying urban territories. The buildings, weapons and styling of Syndicate are all in character. There is a scene-setting intro, a rendered graphics demo, and your syndicate's shady activities.

# Got what it takes?

'Cos [illegible]

Unless [illegible]
liner, [illegible]
of panicking [illegible]
hazard[illegible] crushers
doors, [illegible]
water [illegible]
frantic [illegible]
aboard the S.S. Lucifer!

"Could be one of the most addictive games [illegible]"
Sega Pro magazine

Codemasters

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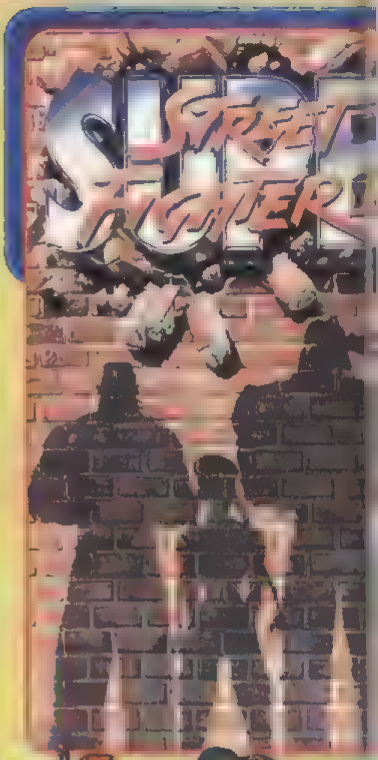
# PAULS TIPS

Hey, hey tipsters! Once again we enter the *Tipster Zone*. This month we've an absolute bundle of fab tips and cheats for your delectation plus two (that's right two!) player's guides to keep you on the straight and narrow. But time is of the essence and without much further ado, let's get tipping! (Copyright Naff Intros, Inc)

Woah! Hold your horses just one minute. Don't, I repeat, don't forget to whisk those tips and cheats to me if you want to be the proud owner of two shiny new carts courtesy of MEAN MACHINES SEGA. Scrawl your tip on a piece of paper, pop it in an envelope, and zoom it to me at the following address, CAPTAIN CRUMPET'S PRIVATE TIPS PARADE, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

## LAST MONTH'S WINNER

Our generosity knows no bounds as the winner from last month's will be receiving two superb carts. Paul Shelton from Stoke-on-Trent. Acclaim's Mortal Kombat II and Accolade's fantastic Bo Jr are both winging their way to your doorstep. Well they will be when they're out. Hurrah.




## FIFA INTERNATIONAL SOCCER

### HIDDEN MANAGER GAME

Congrats to Andrew Barnes of Maidenhead for this tip to access the manager game. On the joypad both [illegible] couple[illegible] the [illegible] tutee[illegible]

### SUPER OPTIONS!

This month it's a d[illegible] Paul Shelton [illegible] offering [illegible] skates. To [illegible] out BADASS [illegible] the warning screen and [illegible] hear a 'smashing' sound. Now enter [illegible] following codes in any combination:

## THE SPEED UP TRUTH!

I've here to set the record [illegible] ... jump the speed up to four whole stars! Hooray!

ARMOR – Player gets Grade 5 equipment.
MONEY – Player gets $2000.
SPEED – Gives Player 3 Nitros.
THRASH – Player gets best weapons (Bat, Whip, and Stun Rod).
BEACH – San Diego level.
BRONCOS – Denver level.
CAPITAL – Washington level.
[illegible] – Detroit level.
BILLS – San Francisco level.
[illegible] – Toronto level.
[illegible] – New York level.
PALMS – Miami level.
PIZZA – Chicago level.
STARS – Los Angeles level.
TOTEM – Vancouver level.

# WIZ 'N' LIZ

## YOUR VERY OWN FRUIT STALL AND LATER LEVEL CODES

To take yourself all the way to the top, writes Chris Broomfield from London, simply type in the password HSSN RLLL. With this entered you should have 100 stars and the shop door opened. Pop into the shop and buy a banana and a potato. Leave the shop, mix them together and the hint shop door should appear. Enter this shop and use up all of your stars, go crazy! When you leave the shop, stand under the door, but hold down C. You'll notice after leaving the hint shop, you now have 65, 526 stars and with this cash, you can have your very own fruit stall.

## FINAL LEVELS

If you fancy trying out some of the later levels here are a couple of codes:
Super Wizard Level - TRKQ QMSC
Sorcerer Level - HSSN RLLL

# OutRunners

## HIDDEN CAR

Although available only on import at the moment, Chris Ward from Wigan has sent in a cheat to drive the Virtua Racing car in the game. On the title screen, enter LEFT, RIGHT, LEFT, RIGHT, B, C, A, and there should be a little noise to inform you it's worked. Now choose the Arcade mode and on the car selection screen, the Virtua Formula car appears.

# SHINING FORCE 2

## CONFIGURATION MODE, SOUND TEST, CHOOSE DIFFICULTY, AND CHANGE CHARACTER NAMES!

Is there no stopping [illegible] ... enlightens us with [illegible]

## CONFIGURATION MODE

To access [illegible] UP, DOWN [illegible] will hear [illegible] the witch [illegible] now enter [illegible] Your [illegible]

## SOUND TEST

Use the [illegible] game. Select [illegible] C. A witch will [illegible]

## CHOOSE DIFFICULTY

Once again use the config mode [illegible] game. After you have named your [illegible]

## CHANGE CHARACTER NAMES

You guessed it, it's [illegible] ... a new game and you've chosen a character name, highlight [illegible] NAME ENTRY screen and press A whilst holding START. Another character should instantly pop on screen and you can re-name the entire Shining Force troop!

# ALL FORMATS TIPS

## MEGADRIVE

### STREETS OF RAGE 3

**SPECIAL**

This baby has certainly caused a stir in the gaming community. Issue 23 of MMS had the hidden characters and select option, but this month I have the hidden special moves thanks to Patrick Bayliss from Dumbartonshire. Bear in mind you need a six button joypad to perform these

**ZAN**

Multiple Blitz move – X and UP/LEFT twice

**SKATE**

Skate towards and jump kick – X and DOWN/RIGHT twice
Skate towards and flash kick – X and BACK, UP/LEFT, and UP in one continuous motion

**BLITZ**

Stationary attack but longer jump X and FORWARD, UP RIGHT, and UP in one continuous motion
Additional sliding sweep – X and anti-clockwise semi-circle from DOWN to UP

**AXEL**

Stationary attack, but circle move instead of dragon smash – X and DOWN, DOWN/RIGHT, and RIGHT in one continuous motion
Dragon punch – X and an anti-clockwise semi circle from LEFT to RIGHT

Infinite Lives – PAUSE, B, DOWN, C DOWN, UP, DOWN, LEFT, DOWN and START
Faster Vehicle – PAUSE, UP, DOWN, A, B, LEFT, RIGHT, C, and START
Tougher Opponents – PAUSE, LEFT, DOWN, UP, DOWN, RIGHT DOWN, A, DOWN, and START

### JUNGLE STRIKE

**LEVEL SELECT**

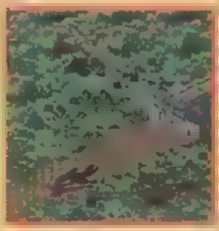
It must be sequel season at the moment as here's another classic series with the latest version just about to hit the stores (check out the reviews section for the lowdown on Urban Strike). A big 'cheers' goes out to Gerard Hanratty from Co. Louth in Ireland for these codes.

**LEVEL SELECT**

Take the code 45JY7S6FB6 and add the following letter to the beginning for the appropriate level
Level 2 – R
Level 3 – 9
Level 4 – V
Level 5 – W
Level 6 – X
Level 7 – T
Level 8 – 7
Level 9 – N
End Screen – L

**CHOPPER SELECT**

As with the Level Select codes, take the stem MGKNSHPGER and add the same letters to the front, and there you have it, the co-pilot of your choice



### PGA TOUR GOLF 2

**PUTS OF LOVE**

A cheeky little tippet from Nick Fisher of Swindon. To rise straight to the top of the table with absolutely oodles of cash. Firstly pick a Skins tournament for two people. Choose any course and start the game. When it's your go, pick up your ball and your opponent's. Keep doing this until the eighteenth hole. At this hole, play your first shot, then when it's your opponent's shot, make him pick up his ball. Now all you have to do is finish the hole and you win all 18 skins and the money. This cheat is particularly nasty if you borrow somebody else's cart, build up an amazing score and wipe theirs. Now as if you would

### MICRO MACHINES

**INFINITE LIVES, BIGGER VEHICLE AND TURBO BOOSTS**

While many are fervently awaiting the arrival of the sequel, I thought it would be nice to take some time to pay homage to the original. Thanks to Nazam from Rotherham, we can take a jaunt down memory lane

### KING OF THE MONSTERS

**EASY WINNER**

A cunning ploy here from Stephen Bate of Bately, W. Yorkshire to claim a guaranteed victory every time. Throw your opponent out of the ring, and keep him out of the ring until the referee counts nine. At this point leap back into the ring and he will be left out of the ring when ten is called, forcing an instant disqualification. Smart!

## MEGA-CD

### THE SECRET OF MONKEY ISLAND

**CHEAT MODE**

The Tips section wouldn't be complete without an offering from Mat Miller and Mick Herd, and this month they have the passwords to Monkey Island
Part One – The Three Trials
3076
3176
3177
3377
3777

Part Two – The Sea Voyage
6200
6297
6377
2323

Part Three – Underneath Monkey Island
9430
9433
1436
8742
7310
7377

Last Part – Guybrush Kicks Butt
9898
8989

### THUNDERHAWK

**KEY CODES**

A tidy tippet from William Fawcett of Newbury provides assistance to Thunderhawkers across the land. During the game, hit PAUSE and enter UP, RIGHT, LEFT, and DOWN. From now on you needn't worry about damage or running out of weapons, and boring things like that

## MASTER SYSTEM

### SPITBALL II

**PASSWORDS AND MANAGER CODES**

For all of those out there who can't quite make it into division one, Phillip Priest from Birmingham offers a helping hand. Following the Manager code, are the keys to various playoffs.

| | |
|---|---|
| **MANAGER'S SCREEN** | **3LO1 GrTe chtE g5gJ** |
| **mnll GsM9 UwtE y5gJ** | **xTB4 ZCB0 9W8c 0YC6** |
| **4Vu2 6Ge1 YWAA 0dec** | **pbSJ GrPu chtE y5gJ** |
| | **xPel jtu0 9W8c 0uu2** |
| **PLAYER'S SCREEN** | |
| **vlel D5QO UhtE y5gd** | **unll GrTe chtE y4BK** |
| **JPoc Vsu0 9W8c 0fo2** | **wcon UBe0 9W8c 0Xy3** |
| **4XAl GrQO UhtE y5gJ** | **dMKJ 97PO chtE y5gJ** |
| **Irdn 7Vim 9W8c 0Xq7** | **kXYo JE-G 9W8c 0hn4** |
| **7Th1 GrPu gRtE y5gl** | **Pd4n 9BQO UhtE y2Hk** |
| **nuke 7SB0 9W8c 0g8A** | **tmik 7Tn0 9W8c 0oH1** |

### MORTAL KOMBAT

**CODE FOR CARING GAMES GURU**

Olly Cooper from Devon was recently playing MK and discovered this superb tactic when fighting Goro. When the fight starts, duck, time an uppercut, and duck again. Goro might be a little mad, but stand your ground and keep performing somersault kicks into the corner. Easy!

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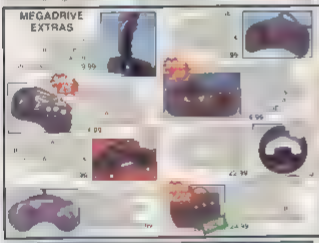

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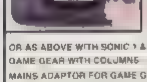

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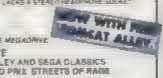

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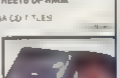


# Ballz 3D

## BIG GLOBAL DOMINATION

[illegible] we scored the 3D spher[illegible] fest at a Metagame[illegible]%, and hinted at the [illegible] stunts each character [illegible]. In this exclusive [illegible] in association with [illegible] present some of the [illegible] attacks, and show[illegible] which to employ

## YOKO

TAUNT (D, Twd, B) Follow this with a forward roll (Twd, Twd, Twd)

POLE SWING (B, A)
A high damage [illegible]

MORPH INTO YOKO (U, R, A+C)

SWING (C, U, U)
This starts Yoko's two-swinging routine. Use it to launch the swing punch and swing kick moves (A and B respectively)

## TURBO

CHARGING UP KICK (Twd, Twd, Twd, A)
A fast brutal attack that wants mash time[illegible]

TAUNT (Aw, Twd, U+A) Follow this with a Super Blow (Twd, Twd, A)

HOVER (C, B+C)
Gives Turbo air superiority. Hold the but[illegible] done to maintain a slow descent.

MORPH INTO TURBO (R, R, A+C)

SPINNING KICK (Twd, Twd, C, A+B)
Employed when both characters are in [illegible] mid-air, a high value attack!

# TRAVIS' MOST TAP-TASTING MOVES

We've included all the taunting and finishing moves. Since

extra [illegible] penalty. You'll find moves useful for the

## TSUNAMI

**KARATE CHOP (D, Twd, A)**
When your opponent is dizzy, block for a second before releasing this.

TAUNT (Aw, Twd, U+A)
Follow with a flying somersault kick (Aw, Aw C)

**SUMO SPLASH (C, A+B)**
Tsunami's best airborne attack. Hold

MORPH INTO TSUNAMI (L, R, A+C)

**MEDITATE (D, U, C)**
Take time out with this [illegible]

## KRONK

**FLYING DOWN SPEAR (C, D)**
A good way to penetrate a defensive character, by coming from the air.

TAUNT (Aw, D A)
Combine this with a Fencing Lunge (Twd, Twd, A)

**LOOBER LOOGIE (Aw, U, A)**
Works as good as it sounds.

MORPH INTO KRONK (L, L, A+C)

**FLYING PHLEGM (Aw, Twd, A)**
Throw spittballs from a distance. Most annoyance, low effective attack.

## DIVINE

SPIN (Aw, J, Twd)
A killer shoulder move, best used on the slower opposition (Crusher, Bruiser)

TAUNT (Aw Twd, U+A)
Deadly when combined with the lunge kick (U U, B)

HEAD SCISSORS (Twd, Twd, Twd)
A brilliant medium damage attack against opponents with weak throw defence

MORPH INTO DIVINE (U, L, A+C)

OPERA MOVE (D, D, U)
Skins the opponent with Divine's vocal power

## CRUSHER

GROUND SLAM (U, D, A)

TAUNT (Aw, Twd U+A)
Follow this with a devastating Rumble Charge (U D, U)

WIND UP KICK (Aw, Aw, )
A method of powering up your attack from a short distance away. Works with launch too (A instead of B)

MORPH INTO CRUSHER (D R A+C)

HORN THROW (Aw, U, A / Aw, Twd, A)
Two separate horn throwing moves: overand under hand

## BRUISER

CANNONBALL (C, D, D)
Using a ground impact to send a tremor across the screen

TAUNT (A+B+C)
Pair this up with a cartwheel (L, L, B) or Buckle Toss (Aw, Twd, A)

CYCLONE (R, D, L, U, A)
Luxuriously move, and virtually impossible to evade. You can move as you spin

MORPH INTO BRUISER (D, L, A+C)

JUMPING JACKS (L, D, U, B)
A little fun — some quick calisthenics

## BOOMER

HANDSTAND KICK (L, L, B / R, R, B)
Left and right respectively. Typical of Boomer's rear attacks

TAUNT (Aw, Twd, U+A)
Complement this with a Telescopic Arms attack (D A+B) or Power Kick (Twd, Twd B)

SELF DESTRUCT (R, D, L, U, A)
If this move is tricky to time. You need space to perform it, but it works best when opponents are approaching

MORPH INTO TURBO (R, R, A+C)

HEAD BOWLING (Aw, Twd, )
A good long distance attack. Boomer uses his bonce as a weapon

SHOOT
SCORE
WIN
GAMESTER
SN8
GAMESTER
MD6
Video Game Accessories

# MORTAL KOMBAT II

By now, countless Game Gear owners will be no doubt be battling their way to Shao Kahn in Acclaim's stunning handheld conversion As with last month's megadrive hints, we've abbrieviated the following commands to save on space so we can unveil every move within the game. The codes are as follows:

With that in mind, let's get on with the moves — and they go something like this...

## JOHNNY CAGE

**SPECIAL MOVES**

SPEAR: B, B + 2
TELEPORT PUNCH: D, B + 2
AIR THROW: BLK (MID AIR)
SCISSOR KICK: 1 2 CIRCLE AWAY, 1

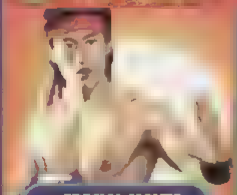
**SPIKES**

F, B, F + 1

**FATALITIES**

FIRE BREATH: HOLD BLK U, U + 1

## LIU KANG



**SPECIAL MOVES**

STAND JUMP FIREBALL: F, F 1
DUCKING FIREBALL: F, F, 1, D
FLYING KICK: F, F, 2
BICYCLE KICK: HOLD 2, RELEASE

**SPIKES**

F, B, F, 1

**FATALITIES**

DRAGON: D, F, B, B 2

## SUB ZERO

**SPECIAL MOVES**

FREEZE: D, F, 1
GROUND FREEZE: D, B, 1
SLIDE: BKW, BKW, 1 + 2

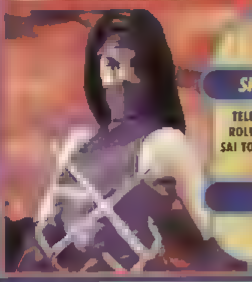
**SPIKES**

F, B, F, 1

**FATALITIES**

FROZEN UPPERCUT: F, F, D, 2 FOLLOWED BY F, D, F

## MILEENA



### SPECIAL MOVES

TELEPORT KICK: F, F, 2
ROLL ATTACK: B, B, D, 1
SAI TOSS: HOLD 1, RELEASE

### SPIKES

F, B, F, 1

### FATALITIES

EATEN ALIVE

## JAX

### SPECIAL MOVES

FACE POUND: F, F + 1
ENERGY WAVE: D, B + 2
GROUND QUAKE: HOLD 2 FOR THREE SECONDS
BACK BREAKER: BLK (MID-AIR)

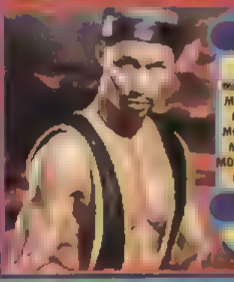
### SPIKES

F, B, F, 1

### FATALITIES

ULTRA SLAM: F, F, 1, 1, 1, 1,... UNTIL THEY EXPLODE

## ANIAS FRANS



### SPECIAL MOVES

SKULL BOLT: B, B, 1
[illegible]
MORPH TO SUB-ZERO: 2 + F
MORPH TO KITANA: 2 + D
MORPH TO REPTILE: 2 + U + L
MORPH TO MILEENA: 2 + U
MORPH TO SCORPION: 2 + D + L
MORPH TO JAX: 2 + D + R

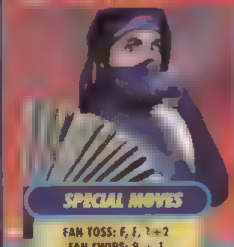
### SPIKES

F, B, F, 1

### FATALITIES

SOUL STEAL: HOLD BLK, U, D, U, 1

## KITANA



### SPECIAL MOVES

FAN TOSS: F, F, 1+2
FAN SWIPE: B + 1
FAN LIFT: B, B, B, 1
SQUARE WAVE PUNCH: F, B, 1

### SPIKES

F, B, F, 1

### FATALITIES

EATEN ALIVE: HOLD BLK, F, F, F, 2

## REPTILE

### SPECIAL MOVES

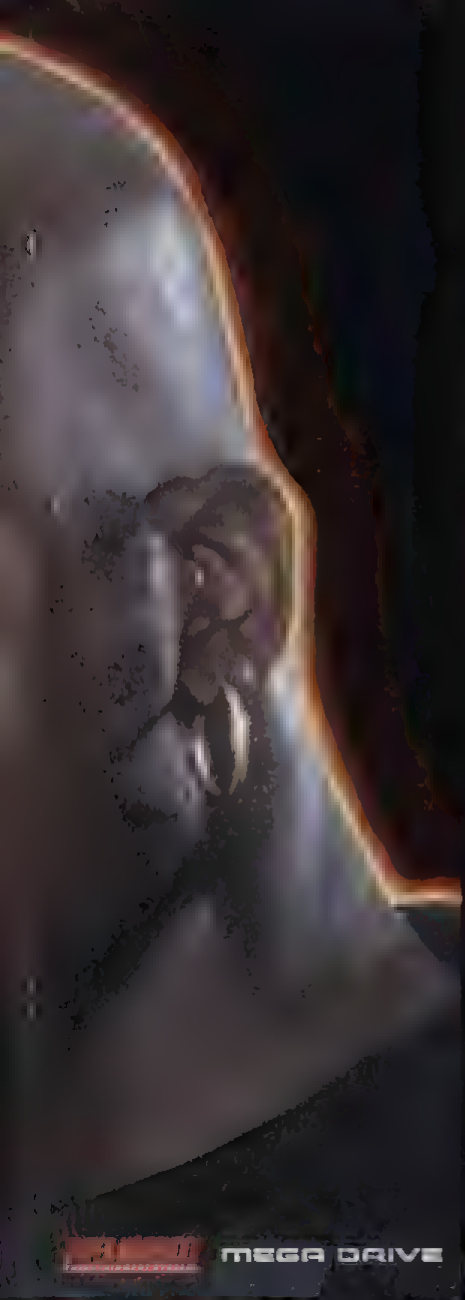
ACID SPIT: F, F, 1
FORCEBALL: B, B, 1
INVISIBLE: HOLD BLK, U, U, D, 1
SLIDE: B, B, 1 + 2

### SPIKES

F, B, F, 1

### FATALITIES

TONGUE LASH: B, B, D, 1 (FROM 1 1/2 SCREEN AWAY)



COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

SHAQ-FU

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MEGA DRIVE

1-2 PLAYERS

SHOOT 'EM UP

PRICE TBA

BY KONAMI

RELEASE NOVEMBER

CONTROL: JOY PAD
CONTINUES: 4
SKILL LEVELS: 1
GAME DIFFICULTY: TOUGH

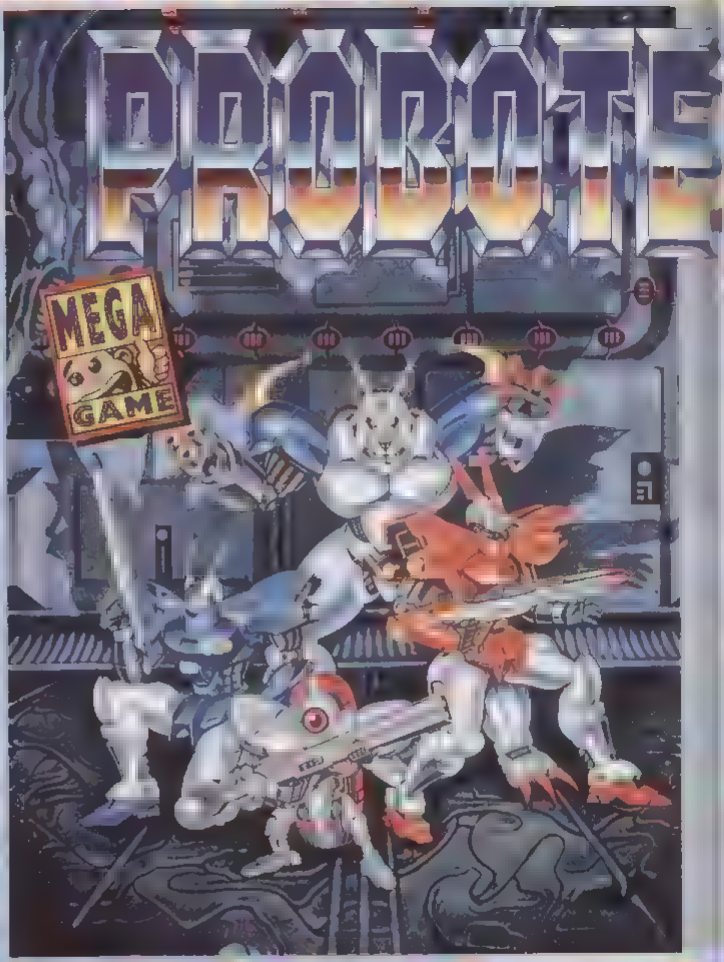
318,850

After making a hugely successful series on Nintendo formats, Probotector hits the Megadrive.

GRAPHICS
SOUND
PLAYABILITY
ADDICTIVITY

Robocop the Earth from Shitspud and his evil cybernetic allies by choosing one of four characters and shooting anything that moves!

# PROBOTE



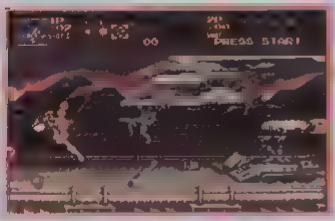
"Oh big, I'm bad and I'm mean. And I'll use this car to prove it!"

# ECTOR

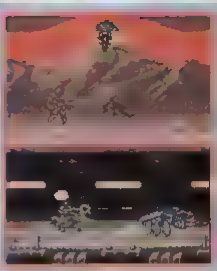
The story so far... Following the departure of the Red Falcon and his evil alien forces, a period of peace and rebuilding began on Earth. From the ruins of the war-torn cities on every continent, the survivors of the alien invasion climbed from their shelters. After years of conflict, people finally had a vision of hope for the future. Work began on resurrecting the last remaining city from the ashes, and rebuilding civilisation to its former prosperity and glory. Under the guidance of the remaining government officials work was under way to guarantee a future for humanity.

That is until the plans went wrong. Horribly wrong. The Commanding Officer of the operation against the alien invasion, Colonel Bahamut, seemed to go insane under all the pressure, and defected to side with the Fourth World Invaders, becoming their Chief Officer. With the help of other criminally minded psychos, he is planning the destruction of the city by corrupting the Mother Computer, and turning the surviving combat and law enforcement droids against the innocent population.

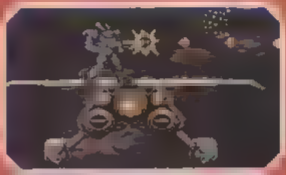
In a last ditch effort, a rag-tag team of Probatectors have been brought together for a search and destroy mission. The four team members must fight it through level upon level of robotic onslaught to rescue the last remaining hope for mankind. Are you up to it?

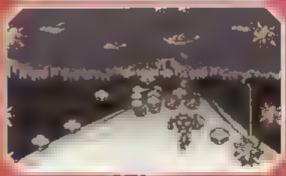



## DROPSHIPS



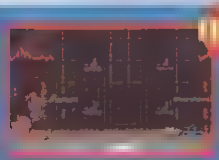
## 3-DIE-MENTIONAL





Bad ... Tank from ...

Beep! Beep! Coming through!



"So you think you can defeat me? What if I give you some back?"

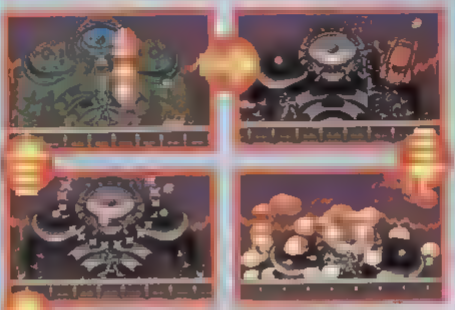
Curses! — What are you? — Why don't you come over here and find out?

## COMMENT

I'm a massive fan of Konami's Super NES Contra game, but always found it a little too easy. With the Megadrive version, though, Konami's developers have listened to such criticisms and have created a game which is every bit as playable as the original, but infinitely more rewarding. Whilst the Super NES game relies on Mode 7 trickery, this Sega version concentrates on the fast-paced shoot 'em up action, and adding innovation to the game's many levels. There are countless bosses to be fought, a huge array of weapony, and the 3D section where you run away from a pursuing giant with extending arms is nothing short of stunning. Konami are on a real roll at the moment, but for me Probotector is as good as it gets. With it,they have reinvented the shoot 'em up genre, and if you're a fan of mindless destruction this is the best fix you are ever likely to get. Enrol today!

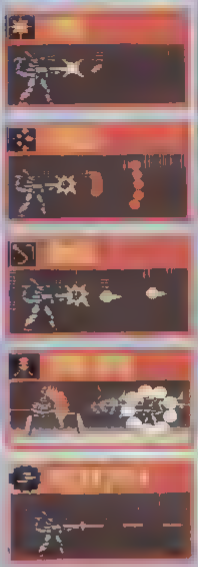
# HEAVY METAL

Here are the crew to entertain you. Everyone's a winner, but each has individual talents and fighting styles, not to mention specific weapons. Let's delve some more into the hearts of steel.



*Skyscraper high jinks as you battle the rampaging robot in the city*

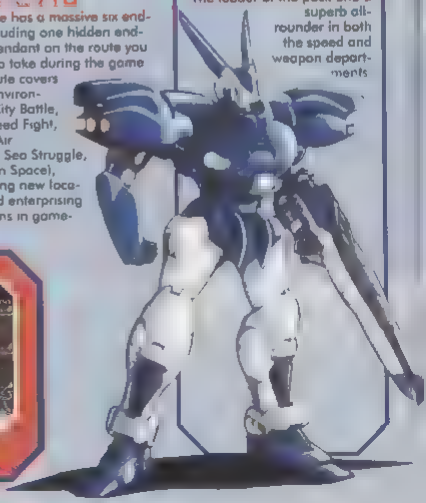
## CX-1



The leader of the pack and a superb all-rounder in both the speed and weapon departments

## ROUTE OF EVIL

The game has a massive six endings (including one hidden ending) dependant on the route you choose to take during the game. Every route covers the six environments (City Battle, High Speed Fight, Jungle, Air Combat, Sea Struggle, and Alien Space), uncovering new locations and enterprising alterations in gameplay



## DOUBLE TROUBLE

## CX-2

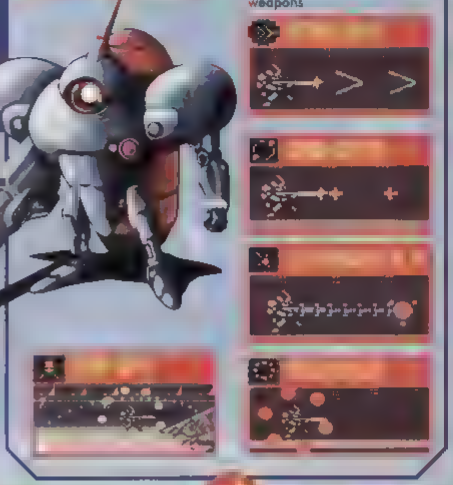
A master of guerrilla warfare, emerging from the jungle to save the planet

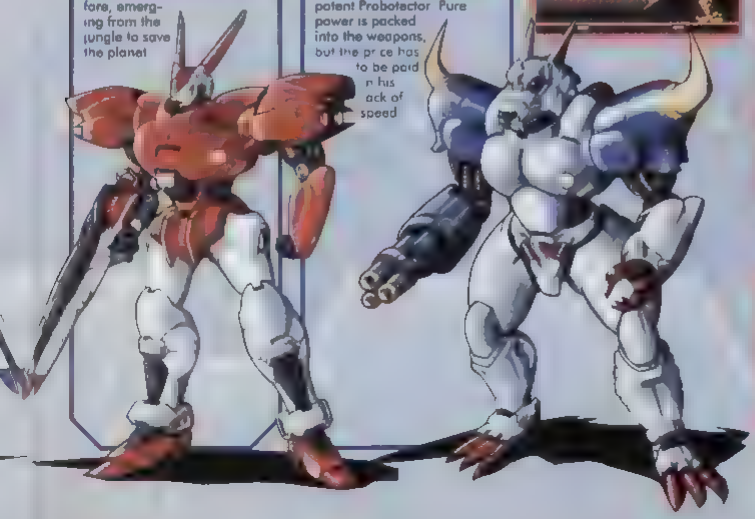
## CX-3

The battle leader and most potent Probotector. Pure power is packed into the weapons, but the price has to be paid in lack of speed

## CX-4

An infiltration droid of the highest calibre. Vertically challenged, but armed to the teeth with some bizarre weapons





▲ These boys have more than leaves on the track to contend with

▲ Ba, bop, be, born to be wilhoeiid!

## COMMENT

## BOSSES

*Watch and weep as these droids transform!*

*It's the waste dump in the sky for poor old CX-2*

*Remember kids, never play with homing missile petrol trucks.*

*Ha! Ha! Ha! You cannot defeat me foolish Probotector!*

▲ It's the Lyndford Christie of boss characters

## GRAPHICS

**92**

▲ An absolute visual feast with the mind-blowing explosions, beams, and 3D sections!
▼ The character sprites are a tad small.

## SOUND

**90**

▲ Crank up the volume to appreciate the rumblesome of countless high-octane blasts mixed with perfectly paced tunes. Ace!

## PLAYABILITY

**95**

▲ Hair-pullingly, teeth-gnashingly, one-more-go-ingly superb! It's flipping tough, but oh-so rewarding!

## LASTABILITY

**92**

▲ Six endings, a difficulty setting permanently on rock hard, and secret sections. This will last an aeon, and then you'll play it again!

## VFM

**91**

▲ A game that will be played time after time. Well worth the price tag.

## OVERALL

**94**

▲ A masterpiece in Megadrive programming. Tough in all the right places, packed with levels, and soaked in imagination and innovation. Brilliant!

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1 PLAYERS

GAME TYPE: SHOOT 'EM UP

PRICE: TBA

BY: TIME WARNER

RELEASE: NOVEMBER

**OPTIONS**

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: VERY HARD

**1ST DAY SCORE**

29,000

**ORIGIN**

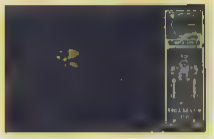
Programmed by Zyrinx, of Subterranean fame, Red Zone has shades of that game's control, and the EA 'Strike' games' action.

**GAME BREAKDOWN**

**GAME AIM**

Complete a set of airborne and underground missions in a bid to forestall the designs of a nuclear-powered Mad Dictator.

# RED ZONE



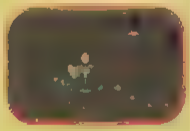
The future is a jackboot, forever stamping in your face. So said Orwell. An uncomfortable prospect. Future imperfect, you might say, but at present a real possibility, if the nefarious plans of one Mad Dictator™ (Rabid Despots Inc.) are realised. Someone has been a tad silly and sold the nutcase a matching set of nuclear missiles. Unless his chilling demands are met, the world's going up like baked Alaska.

Which is where you come in. An all-out assault on his island fortress wouldn't work — he's sitting with his finger literally on the button. But a series of lightning covert helicopter raids might be able to break his command and communication structures and disable the armaments before he has time to react. And then we can all have a future without goose-stepping to school, military brass bands on The Chart Show and the casual torture and murder of innocent millions. Yum.

▲ *Russian style greatcoat and matching beret, from Harvey Nichols.*

## I GO SPINNING

Like Zyrinx's debut, control and feel are an integral part of the game experience. The game is played from overhead, with the chopper in the centre of the action window. Movement is by rotation and forward thrust. The high level of inertia makes control an acquired skill and it also takes some time to orientate yourself to the display. A sense of depth is created, by the construction of game features using 'stacked' sprites. Multiple layers of parallax create a novel and convincing perspective.



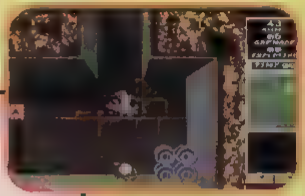
## LOOK AT MY CHOPPER

Ah, the old ones are the best, huh? Maybe when it comes to headlines, but it's always nice to have the latest in heli technology. Red Zone offers the very tops in rotor-powered design. You have four weapons systems, suited to targets ranging from SAM carrying troops to super armoured tanks. Your cannon offers 1100 rounds, and is capable of taking out most targets in a couple of seconds. A generous supply of rockets is useful for fixed emplacements. Hellfires back a computer-guided punch and Stingers are essential for air-to-air combat.

# ZONE

## TIP OF THE ICEBERG

Game time spent in the air as opposed to on the ground is about the ratio 3:1. However the mission sections are not an afterthought but a developed part of the game. Take your agents into the complexes. Eliminate resistance, locate the computer terminals and comply with any specific mission instructions. Then get the hell out — as the bunkers usually explode!



## COMMENT

**PAUL**

**Hoorah for Red Zone! From the word 'go' the presentation is absolutely stunning. FMV from a cart? As Gus says 'How do they do that?'. Yet beneath the glossy intro lies an equally stunning helicopter sim. The combination of air and ground combat missions works perfectly – varying gameplay and capturing interest. The control system of the 'copter is superb, being both teeth-grindingly frustrating and realistic in the way it rotates and requires constant attention. But the in-game graphics really take the biscuit. Zyrinx have excelled themselves in their use of perspective. Although it may not look it from the screenshots, believe you me, once you've witnessed the scrolling and scaling of the pylons above ground and the parallax of the multi-leveled bunkers, you will be amazed. Give this game a (sweetie) cigar!**

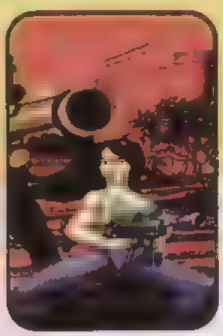
## THE NEW AVENGERS

When you come to land, the choice is between your three trusted agents to perform any specific mission task. Shades, Rocco and Mirage have their own weapons and characteristics. Fail with one, and the others may still complete the task.

**SHADES**
Carries a machine-gun and grenades. Is able to reach snipers behind sandbags.

**MIRAGE**
Fastest, and also equipped with a rifle and throwing knives. Knives are deadly, and if she misses, Mirage can collect the

**ROCCO**
His main weapon is a flamethrower. Quick to kill, but limited to close range. Rocco also carries a handful of powerful long-range rockets.



## COMMENT

**Zyrinx emphatically prove Subterranea was no fluke with the confident, slick and savagely playable Red Zone. Both games certainly share some common characteristics — tricky control, a steep challenge from the word 'Go!', and the mixing of impossible frustration with real satisfaction when a tough level is cracked. Despite passwords for every level, days are spent trying to inch forward, but always there's a feeling of encouragement that next time you will make it to the bunker, or successfully defuse the missile. The game is inherently logical, and rewards deep thinkers as often as itchy triggers. Technically, it manages to push the Megadrive forward, with a mystifying 3D technique that looks even more sensational in the bunkers as it does in the flight sections. Zyrinx have the knack of making something infinitely polished, yet raw at the same time — and it's made Red Zone one of the hungrier, deadlier and more essential**

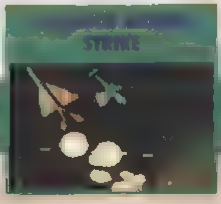
## MAP AND SNAP

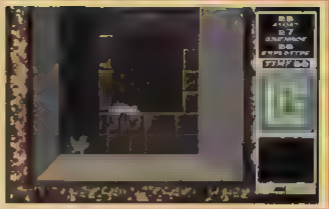
The supplementary map is accessed by pausing the game. There's a wealth of information here, from a basic guide to every landing site on the islands, to picture info on the missions. The Zoom function is particularly impressive. You are presented with a faded satscan of the mission zone, and the option to

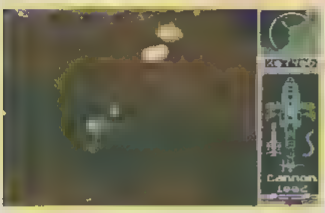
lution, showing greater and greater detail

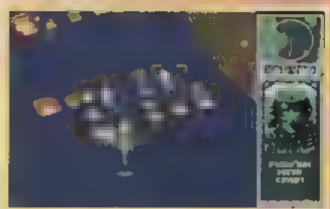
## ROOKIE CHORES

Gazetteer to the early objectives



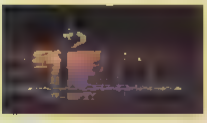






## DASH AND DIAL

Your on-screen instrumentation is an information lifeline as only a small portion of terrain is visible in the scrolling action window at any one time. On the right is a small radar compass, which constantly updates, showing the land outline, major targets and defences, as well as your heading. Below that is the ordinance and damage indicator. It alerts you to structural damage to your craft, and displays selected armament.



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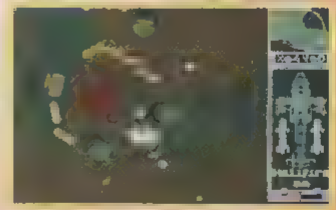

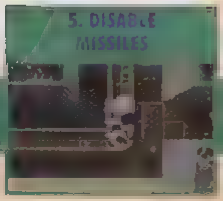

Attack of the flaming trouser snake

### GRAPHICS

93

▲ A "How did they do that?" graphic presentation — depth, perspective, parallax, motion, refreshment settings so complete.

### SOUND

89

▲ Moody Depeche Mode synth music accompanies the action, with some lovely explosive effects.
▼ A certain amount of recycling from Subterrania, which is a tad

### PLAYABILITY

94

▲ Takes a few hours to get the feel of the game, and then you realise it's gripped you by the throat. Really well thought out missions.

### LASTABILITY

91

▲ It's possible to play the same mission 30 times, and fail on each attempt — and still WANT to try again. That's lastability.

### VFM

90

▲ You're paying for a game that's been put together by craftsmen. One day this will be an antique!

### OVERALL

92

Could be the best game you bought all year — if you can handle it. You've got to be good. You've got to be very good.

1-2 PLAYERS

GAME TYPE: PLATFORM

PRICE: TBA

BY: SEGA

RELEASE: NOVEMBER

**OPTIONS**

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: VERY GOOD
GAME DIFFICULTY: EASY

**1ST DAY SCORE**

COMPLETE SANDOPOLIS

**ORIGIN**

The fourth Megadrive sonic adventure of the Hedgehog who needs no introduction. Created by Team Sonic from the Sonic 3 engine.

**GAME BREAKDOWN**

**GAME AIM**

Defeat Robotnik with either Sonic or Knuckles to retrieve the Chaos Emeralds from six landscapes.

# SONIC

A plot intro is not really required for Sonic and Knuckles, as the plot for any Sonic adventure is as predictable and derivative as an episode of Terry and June. But unlike that (now defunct) pairing, the pink and blue duo are not going to settle down in a nice semi in Pinner, suck up to their boss and grow roses. They'd rather take on the fattest bad man (or baddest fat man) with a moustache in the universe — Dr Eggman Robotnik (who could be played by Anton Rogers from TV's Fresh Fields/ May to December) in a bid to retrieve the infamous Chaos Emeralds, which are misplaced with Mr Bean-like frequency.

Notice the subtly introduced sitcom theme? As Sonic and Knuckles is a platform game much in that mould. Comedy contraptions, funny sprites, bonus games that look like sets from Rowan and Martin's Laugh In. All that's missing is the canned laughter. See you again next week for yet another fun-packed edition. You have been watching.

▼ The third of the previously secreted zones.

# & KNUCKLES

## PENNY ARCADE

## GREY MATTER

## EVANGELISTIC!

▲ The newest of the three bonus games: gravitastic ring grabbing

▼ The Sandopolis Saloon boss.

## In-boss-ing

The bosses are back — and this time they're brought their friends. Each level has a number quota of completely spiteful launches, lobbed attacks. Some are overcome by straight rather than gaming skill, the large stone golem that makes a jump too far on Sandopolis.

▲ This nifty little contraption seems to work on the same principle as those little hand rollers that, er, roll 'things'.

## COMMENT

**STEVE**

Gasp! We've found a Sonic game which isn't worthy of a Megagame! Whilst Sonic and Knuckles is still as polished as its many predecessors, the novelty of looping the loop, corkscrew effects and multi-hit bosses is now wearing extremely thin. Granted, new additions have been made to the gameplay with the additions of crane devices, new backdrops and a slight puzzle element, but it just isn't enough. Basically, I think the current Sonic engine has come as far as it can go, and even the most die-hard Sonic fans will come away from this latest version feeling a little cheated Even the backwards compatibility — whilst a nice idea — is little more than a short-lived novelty Don't get me wrong, Sonic and Knuckles is every bit as good as Sonic 3, but it is just more of the same and, consequently, is likely to be usurped by Sega's new hero, Dynamite Headdy. S&K may be ideal for the Sonic novice, as it is the most polished of the lot — but are there any Sonic newcomers left?

## COMMENT

**GUS**

Is it possible to have too much of a good thing? I was beginning to think that while playing Sonic and Knuckles The similarity to the other Sonic games is obvious, and the feeling of Deja vu with Sonic 3 is almost disturbing. To its credit the game features some really creamy graphics, and some cute gameplay ideas — the corkscrew lifts, the light switches, and the new bonus games. But we're living in the age of Probotector and Dynamite Headdy, whose ambitious effects takes the edge off the presentation and makes the gameplay look linear and sometimes stagnant That aside, I'm dismayed how the game has been recalibrated from the tough preproduction version to be much less challenging The boss patterns are easy to deconstruct, and areas of the levels are sparse and empty of enemies This flaws a game that otherwise matches the same production standards of Sonic 3. But even that standard is nine months old, and the format is looking jaded against some exceptional recent competition Sonic's going to have to make bigger leaps in future games to stay ahead

## GRAPHICS 93

▲ Strong distinctive blending of the Sonic genre, with a more sensitive use of the colour palette than before. The best looker since Sonic CD.

## SOUND 90

▲ A rare mix of cheesy, jaunty, poppy tunes that give an upbeat feel while playing.
▼ Some FX have been recycled through more games than the average zoology pool.

## PLAYABILITY 87

▲ As immediate, as instinctive and ALMOST as fast as previous Sonic efforts. Lots of clever things to find and zoo to you go.
▼ Linear, and too easy.

## LASTABILITY 81

▲ Despite the awkward quest, this is the softest title since the original Sonic. Not for hard-nosed games players.

## VFM 86

▲ The play-through facility injects some life into games already bought.
▼ Too much like Sonic 3 to be considered as a wholly 'new' game.

## OVERALL 85

Sonic has still got it, but for the first time he looks like he might not be keeping up. Against a rising tide of quality, Sonic and Knuckles is frankly treading water.

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1 PLAYER

PLATFORM

PRICE £40.99

BY SEGA

RELEASE NOVEMBER

**OPTIONS**

CONTROL: JOY PAD
CONTINUES: VARIES
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
140,000

Dynamite Headdy is a Treasure production and borrows ideas from an old Megadrive game called Bonk's Adventure.

GAME BREAKDOWN

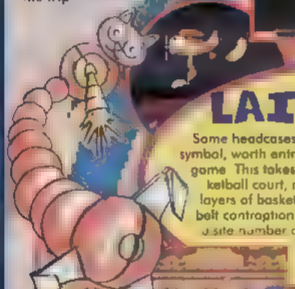
**GAME AIM**

Defeat all the keymasters in the puppet kingdom to free the kidnapped Headdys.

When Sandie Shaw won the Eurovision Song Contest with 'Puppet on a string', most people thought it was an innocent, lovely little song. In fact, it was devious propaganda on behalf of the wicked imperial puppet kingdom. The image they would like to present is one of those playful lonely goatherds of 'The Sound of Music', when really they are all malevolent marionettes.

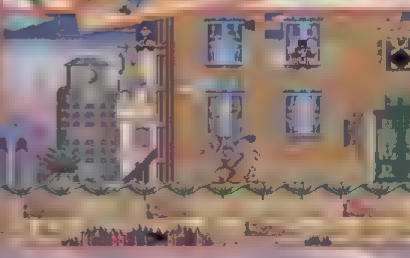
Dynamite Headdy knows this only too well. His peaceful grasshopper-like race is being trapped and consumed by monstrous machines and cold-hearted toys. Their only hope of release lies in the destruction of the fearsome keymasters. Surely a suicide mission, were it not for the collection of shoulder-mounted accoutrements Headdy has brought along for the trip.

*A sequence showing the collapsing scenery in Terminator Two.*



## LAID UP

Some headcases carry a Bonus symbol, worth entry to the bonus game. This takes place on a basketball court, rigged with two layers of baskets on a conveyor belt contraption. Drop a prereq onsite number of balls into the right baskets for extra points and a clue.



AMITE

DD!

COMMENT

## BEAU JEST

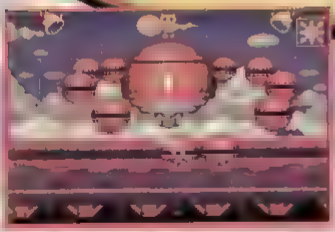
The character of Beau is mysterious. He (she?) turns up at Keymaster time riding an arrow, to alert you to the weak areas of the keymasters. Spend some time sharpening your reflexes in the Beau practice area.

Tower this, fatboy.

A rather odd, and not entirely friendly thing.

## THE HEADDY SCENT OF VICTORY

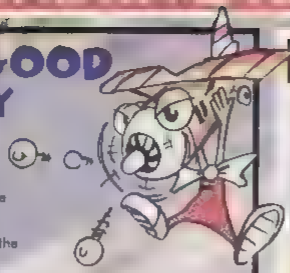
The puppet world is peppered with big cheese bosses all out to stop Headdy progressing. All of them, from the Guest puppet to the Puppet Tower keymaster exhibit predictable forms of behaviour you must learn and exploit.



Swing low, sweet chariot, comin' for to cut off your head.

# GIVE GOOD HEADDY

The little headcases wandering about levels offer the chance of a temporary change of cranium. Pop the headcase and stick one of these heads on, and have your abilities enhanced in the following ways.



### SPEED HEAD

All Headdy's other abilities — running speed, jumping distance and head-throwing powers — are increased.

### HAMMER HEAD

The power of the head throw is intensified.

### BOMB HEAD

A time-fused cherry bomb replaces Headdy's normal visage. Thrown to detonate.

### HOMING HEAD

Keeps [illegible] flow from the mouth of this [illegible] head [illegible] home in on [illegible] targets.

### RADIATING HEAD

Killer stars flow in compass directions from the mouth of this devastating head.

### TIME HEAD

When activated, time stands still and Headdy has a valuable few seconds of enemy vulnerability.

### SPIKE HEAD

Increased offensive butting, and useful as a wall-climbing implement.

### SHRUNKEN HEAD

Whilst wearing this Headdy becomes a midget replica of himself opening up new areas and preventing the [illegible] people.

### TRIPLE HEAD

A triple crowning glory endowing Headdy with a hat-trick of craniums at [illegible].

### CORONA HEAD

[illegible] at a saint Headdy is surrounded by a ring of [illegible] bringing destruction upon his assailants.

### HOOVER

Nothing sucks like Headdy with his nozzle attachment. A clever device with which to collect hard to reach bonuses.

### SLEEPY HEAD

Fancy a night cap? This head may leave Headdy exposed, but a little nap can do him the world of good.

### DEAD HEAD

The only useless Head [illegible] to be avoided. Leaves Headdy slow and defenceless and cannot be removed voluntarily.

### INVISIBLE HEAD

Spookily reduces Headdy to a shadow of his former self. Nothing can hurt him — but he can still hurt them.

## WHERE'S THE POINT?

By accident or design, you will come across Headdy's secret bonus points. These awards are bestowed when you perform a specific act the first being the destruction of the robot in The Getaway. Secret bonus points are always announced by a sexy voice — or the appearance of a brass band.

*We regret any inconvenience caused, but this tower is out of order.*

## COMMENT

## HEAD FOR HEIGHTS

From the top of the Puppet Tower Headdy makes a leap of faith and enters two levels of side scrolling flying action. Three different kinds of laser-spitting bird brains may be pecked up.

### GRAPHICS 94

### SOUND 96

### PLAYABILITY 93

### LASTABILITY 90

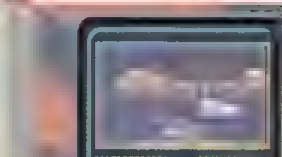
### 91

### OVERALL 93

CREDIT TO: TOM GUISE FOR HEADDY SKETCHES

# SPA

## ROCKETKN



PLAYERS: 1

GAME TYPE: PLATF

PRICE: £49.99

BY: KONAMI

RELEASE: NOVEMBER

**OPTIONS**

CONTROL: JOY PAD
CONTINUES: 0-4
SKILL LEVELS: 3
GAME DIFFICULTY: HARD

**1ST DAY SCORE**

100,000

**ORIGIN**

A follow-up to Konami's hit Rocket Knight Adventures. A similar sort of game, but with a whole new engine.

**GAME BREAKDOWN**

**GAME AIM**

Traverse the wide platform-filled levels, using sword and rocket power to defeat the pig hordes of...

MEGA GAM

CHARGE DE PHAROAH

RKSTER
IGHT ADVENTURES 2
JEWELLRY
BOMB
INSTANT JET
FIRE SWORD
FUEL MEGA-TK
AERO JEMA
EXTRA TRACK
STRAP ON

## COMMENT

**STEVE**

I missed the first Rocket Knight game first time round, but when I did eventually get to see it I wasn't that impressed. True, the graphics were smart and there was a lot in it, but it was all a little too routine and I came away pretty unimpressed. Still, this all singing, all dancing sequel features enough improvements to satisfy even a miserable sod like me. The levels are massive and can be tackled in a number of ways, and the rocket pack is much easier to use than before speeding up the game immensely. These improvements and a wealth of new bosses and icons make Sparkster a sequel which far outstrips the original in both the looks and playability stakes — not to mention the majority of platformers doing the rounds at the mo. Sequels rarely outshine the original, but Sparkster has and becomes the video game equivalent of Aliens and T2 in doing so — a real rarity.

## EXPLORERS

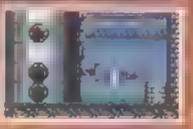
## GAME FEATURES

### BLOCK PUZZLE

In the [illegible] levels, some [illegible] to stricky tra[illegible]. This one consis[illegible] of 'Breako[illegible]

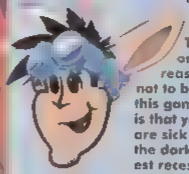
### CYLINDERS

[illegible] to escape [illegible] the first stage[illegible] different types!



[illegible] you. Reminds [illegible] a half pong.

## COMMENT



**GUS**

The only reason not to buy this game is that you are sick to the dork-est recesses of your molars with platform games and feel nauseous at the sight of one. Otherwise, Sparkster is one of the finest examples of the genre and though it never offers jaw-dropping surprises, there's a profusion of challenge, excitement and satisfaction lurking within. The graphics are variable, but vary from very good to blinkin' wonderful. The game engine is brand new, and the freedom to choose routes makes it a much more dynamic experience than Rocket Knight. But the glace cherries on the icing are the bosses — tougher than those of Dynamite Headdy, and scarier. The huge beast at the end of Stage 2, where you have to crisscross a massive vault constantly is as white-knuckle a moment of any game at the moment. A product of quality — like a Saville Row suit or an Axminster carpet.

### GRAPHICS

90

▲ The Sparkster character never looked better, and the variety in graphics for each stage is amazing.

### SOUND

86

▲ Fabulous effects, and stirring martial music.
▼ The use of sound is pretty predictable and tends to be [illegible] notice.

### PLAYABILITY

91

▲ Sparkster's strong suit. Takes a while to get started, but a huge amount of thought has gone into the game.

### LASTABILITY

90

▲ Much harder than Rocket Knight, perhaps reaching a near-perfect point of encouraged frustration.

### PRICE

87

▲ Priced at the standard for 16MEG, you can at least be sure of quality and longevity.

### OVERALL

91

As good as anything we're seeing at the moment. Sparkster shows Konami up as the master craftsmen they are.

# The Ultimate Games Experience is waiting to drop in on you!...

BEYOND THE STELLAR EMPIRE

QUEST

IT'S A CRIME

ISLE OF CROWNS

MONSTER ISLAND

WARLORD

EXTRA TIME

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1 PLAYER

GAME TYPE
SHOOT 'EM UP

PRICE: £44.99

BY: EA

RELEASE: NOW

OPTIONS
CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVEL: 1
RESPONSIVENESS: 0000
GAME DIFFICULTY:
TOUGH

1ST DAY SCORE
(EASIEST LEVEL 2)

ORIGIN
This is the third offering in the Strike series, being preceded by the rather topper Desert and Jungle Strikes.

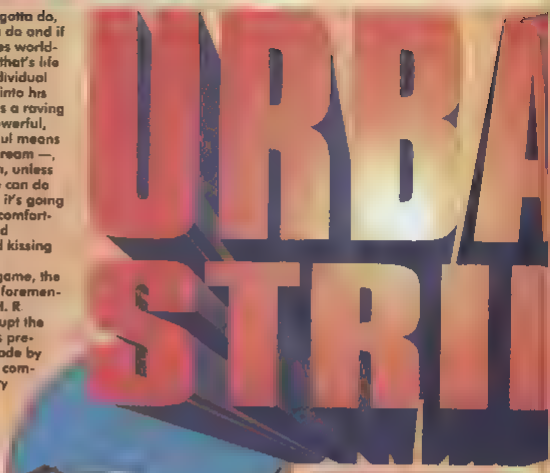
GAME BREAKDOWN

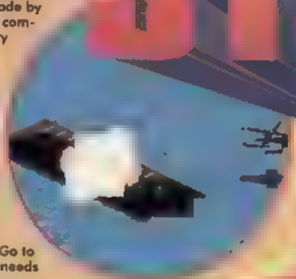
GAME AIM
Save the world in true gung-ho style by blasting all and sundry and completing various missions.

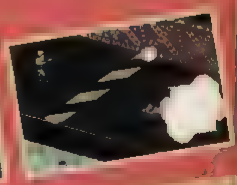
# URBAN STRIKE

Sometimes a man's gotta do, what a man's gotta do and if that something involves world-wide genocide... hey, that's life. Unfortunately, one individual has got this very idea into his head and because he's a raving nutter and an ultra-powerful, mega-rich media mogul means this is no loony pipe-dream —, this is real life. As such, unless somebody somewhere can do something to stop him it's going to be a case of sitting comfortably, placing your head between your legs and kissing your jacksy goodbye!

In this third Strike game, the year is 2006 and the aforementioned media mogul, H. R Malone, means to disrupt the world peace which has prevailed for the past decade by accumulating an army comprised of all the military warmongers made redundant when tranquility ensued. With these newly-amassed men, Malone is now planning to take the living daylights out of the world at large — starting with the United States. Only your, an elite member of the UN Special Task Force and your trusty chopper can stop him. Go to it soldier, your country needs you!







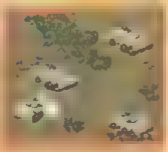
## COMMENT

**Dakka-dakka-dakka, beeeeeem, Armageddon! Wow, I love this game me. Urban Strike is a thoroughly enjoyable sequel — a thinking man's (or woman's) shoot 'em up which requires thought and strategy rather than just mindless blasting. Having said that although this is a sequel and although it's a good game in its own right and controls markedly better than its predecessors, graphically it's not up to the excellent standard set by Jungle Strike — the San Francisco fog, for example, looks like snow — and there aren't as many missions. Okay, there are the new walking around bits but these are graphically sub-standard, jerky and difficult to control. However, despite the down points, this game has kept me enthralled for a week, it's highly challenging and definitely worth a look.**

# GENOCIDE IN MOTION

**There are four different modes of transport in Urban Strike. These include:**

**THUNDERHAWK ATTACK CHOPPER.** This is a very different vehicle from the last Strike games the cream of 21st Century machinery loaded with the best modern weaponry including guns, missiles and rockets. The pilot can also pick up other objects such as smart bombs to finish a job more effectively



**M-4 ARMOURED ASSAULT TANK.** The rock hard tank is slow but very tough and with 5000 points of armour can withstand the most savage of attacks.

**OSPREY III TRANSPORT 'COPTER.** A large carrier some vehicle, the Osprey is also heavily armoured and with it's 20 seating capacity is ideal for rescue missions.

**FEET** for the technophobic hero. Ugh, yuk! It's not a fancy copter and make no way on foot. Armed with rockets and gun power these are mostly indoor missions and tend to involve killing things (as opposed to rescuing things and to defusing things (although not necessarily in that order)

## GRAPHICS

**80**

▲ Intricate backgrounds and thoroughly realistic vehicles.
▼ The 'on foot' bonnets are distinctly soppy.

## SOUND

**85**

▲ Great explosion sounds and reasonable accompanying tunes.
▼ There are no actual helicopter sounds.

## PLAYABILITY

**90**

▲ Excellent variety in the vehicle sections and a good range of different missions.
▼ The 'on foot' sections really let it down with jerky movement and

## LASTABILITY

**89**

▲ Many intricate missions and missions within missions and just the right level of difficulty to keep you engrossed.

## VFM

**88**

▲ Fairly tough gameplay means you won't finish this in a hurry so it's well worth forking out for.

## OVERALL

**89**

A solid sequel which could have been better in places but which should keep Strike and shoot 'em up fans more than happy.

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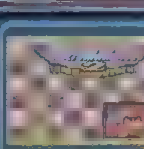


1-8 PLAYERS

RACING

£44.99

COMMENCING

NOVEMBER

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3

TWO 4 (1-PLAYER)

The second Codemasters... were based on the popular... by one.

Race up to seven opponents over... treacherous environments... first or second to qualify... track results.

Once upon a time there was a whipper-snapper. His name was Dizzy, and he got the... big boot in a bit of a...

# Micro M...

## TURBO TO...

△ The red boat and the blue boat had a race...

## DIVIDED TRACKS

The courses in the original Micro Machines were imaginative, but pretty straightforward. In the sequel, most courses have specific hazards that can snare an unwary player, in addition to the stationary objects and narrow precipices, of course. Here's a selection.

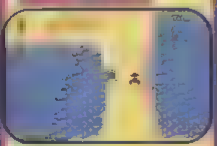
**KNOTS**
Areas of the course are weak and are dislodged by cars leaving a potential chasm for others.

**FLIPPERS**
Straying too near these risks being sponged off course by an unseen player who fancies himself as a pinball wizard.

**DRILLS**
These bits encroach on the... of the course and require exact timing and positioning for safe passage.

# ...achines 2 ...URNAMENT

## HEY YOU, WE'R... HAVIN' A PARTY!



...ANDSPITS
...ow pi...ntainies fo... ...f the course, but e...ade ...dy with ea...h s...r...sive ...ing cr... ...order ...its.

TRAFFIC ...CHES
...t... ... the ext... ...m oven triggers a lights ... ...ssing the ...ace ... ...w ...c... ...t ...

... PHONE
A ... over the wood ... with the boosters ... a time ... messily ... players can actually ... ...

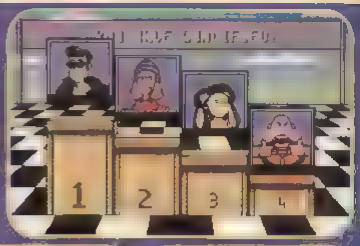
FERRY
Itchy fingers have to watch ... player ... ...s a ... ... on a slow moving sponge ... Embarkation is the tricky part

## COMMENT

**STEVE**

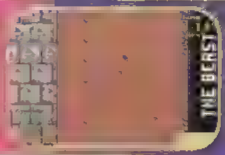
Hard as it is to believe, Micro Machines II takes its predecessor look positively tired. There are so many incredible features in this turbo-charged sequel that it will be ages before you see them all. Every aspect and option has been expanded upon, with more players, extra courses and hazards, and better vehicles -- yet none of these clutter the simplistic but madly addictive gameplay. My personal favourite idea was the addition of the Micro Micro courses, where the races are even smaller and the majority of the twisting course can be seen on the screen at once. Quite simply, Micro Machines is the best racer since... ooh, the first one at least. By concentrating on the playability and variety, Codemasters have left the likes of Combat Cars and its kin stalled at the lights whilst this sequel roars into pole position.

# Micro Machines 2 TURBO TOURNAMENT



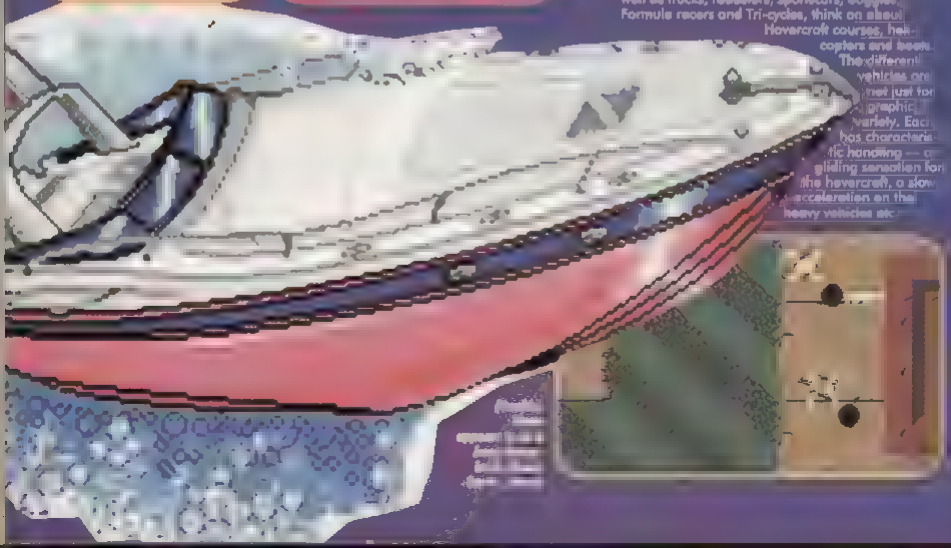
## RACING TIPS

points over successive races



▲ Can you get some shrewd intuition out of Topsi while you're in there?

...a small picture to capture.



...age Top Gear presenter — and not just cars. As well as trucks, roadsters, sportscars, buggies, Formula racers and Tri-cycles, think on about Hovercraft courses, heli- copters and boats. The different vehicles are ...met just for graphic variety. Each has characteris- tic handling — a gliding sensation for the hovercraft, a slow acceleration on the heavy vehicles etc.

## FACES, FACES, FACES

The number of race characters has been doubled. The computer characteristics allow you to pick real duff challengers, like Walter, and keep the good ones like Spider for yourself

## COMMENT

**GUS** The programmers at Supersonic would be great contestants on Brucie's Generation game, especially at the end food mixer, cuddly toy, kitchen sink — since they seem to have packed everything worth remembering into this superlative sequel to one of the greatest games ever. Without losing an ounce of the playability of Micro Machines, Turbo Tournament sensibly expands it in every area: more characters, more players, more game modes, LOADS more courses, new vehicles, more scenery and new elements like traps and power ups. Neat ideas like the xylophone and the traffic pile-ups on 'Crossing Chaos' make this much more than a bigger version of Micro Machines. The graphics are considerably smarter, as is the sound (you'll love having a horn) and only Codies could countenance an eight player mode — without the need to buy any hardware save your joypad. Great value, endless playability even for a single player, and my candidate for game of the year.

## GRAPHICS

84

A real array of backgrounds, from toys to sandy beaches, and tracksuit wisp as a monitor with screen-saver scrolling.

## SOUND

82

The music is pretty damned good and the engine sounds, though whiny, are well. The rubber-screaming effects are worthy of Sunday and Hamilton.

## PLAYABILITY

95

One of those magic formulas of gameplay just like the original, but bewildering four operation in every area.

## LASTABILITY

93

The battery back-up and clever scope of the game means single players are well catered for, it's also multi-play dynamite.

## VFM

93

The J-Cart is the best value for money product to appear this year for the Megadrive. Even if you have the original this is dead-y worth it.

## OVERALL

95

Micro Machines 2 exceeded our expectations, and they were high! This will be the game you are playing most for many months to come.

# Flink

PLAYERS 1

ADVENTURE

PRICE £34.99

BY PSYGNOSIS

RELEASE NOVEMBER

**OPTIONS**

CONTROLS: NOT PAL
CONTINUES: VARIABLE
SKILL LEVELS: 3
MUSIC/SOUND FX: 2/SOME
GAME DIFFICULTY: TOUGH

**1ST DAY SCORE**

Complete the first Troy level.

**ORIGIN**

Platform game in the Lemmings pre-grownups, Flink continues the Tootsie penchant for baby faces and platform puzzling action.

**GAME ARMS**

Guide Flink through his zany fairy world to defeat Wainwright, find the four transformed Elders and put an end to the pollution.

Imagica is a groovy kind of place. Resting peacefully in a corner of the Baltic Sea, all the inhabitants have to worry about is organic farming, measuring rainfall, and which pair of sandals to wear in the morning. Four Elders guard the peace and general contentment by ruling fair and just kingdoms. It's a good scene, man.

That is until an evil wizard known as Wicked Wainwright sets up shop in the supposedly dormant volcano in the north of the island. Being a bad sort, he wants the lot, the land, the people, and all the stocks of goat's cheese. In direct contradiction of all conventions, Wainy kidnaps the Elders, sealing them in four crystals. To deal with the people the volcano is stoked with noxious chemicals to pollute their minds and place them under his control. Bummer. By chance an apprentice wizard, Flink, escaped the fumes of confusion, leaving him as the last hope of the people. Can young Flink find the four crystals and defeat Wainwright to save his people?

## COMMENT

Flink's is a similarly casual, twig and rocky out crop cast

Frankly's

well-thought out and carefully planned platform game. Neither

Flink is a

hardly inspiring gameplay

Charlie's

but we'd all prefer to have wimble pickers

## SPELLBOUND

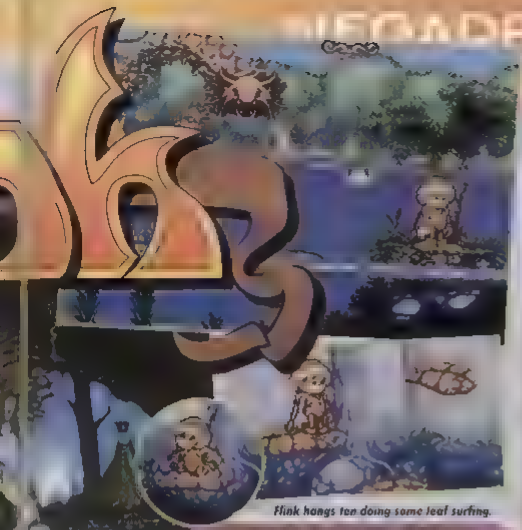
containing the recipes to knock up the spells. The ingredi

magic meter!

SPIRIT BOME

No, it's not a poxy

good initially, but upgradable to a real bonus



Flink hangs ten doing some leaf surfing.

## COMMENT

In a 'two a penny' platform

## GRAPHICS

84

+ Imaginative sprite and backdrop design with a Disney Megamix flavour.

## SOUND

81

+ Good solid FX trying to be cutesy.
- The music remains pretty much the same throughout the entire game.

## PLAYABILITY

75

+ Nice mixture of puzzles and action.
- The character takes too long to speed up, making it frustrating initially.

## LASTABILITY

80

+ Plenty of levels and hidden sections lengthened by a tough challenge.
- With infinite continues on Practice mode, it's far too easy to progress.

## FUN

79

+ A solid platform adventure for a considerable price.

## OVERALL

78

A platformer deserving looking in suspense and game mode potentials by the excellent presentation design.

# THE LAWNMOW

1-2 PLAYERS

SHOOT 'EM UP

TBA

BY TIME WARNER

RELEASE NOVEMBER

**OPTIONS**

CONTROL: JOY PAD

1ST DAY SCORE

20,000

**ORIGIN**

Converted from Sharp's Super NES game, and based on the Virtual Reality-themed motion picture.

Defeat Jobe by entering the various cyber zones and destroying the terminals.

The emergence of Virtual Reality in the Eighties attracted the interest of some large sinister corporations in the United States Organ sations like 'The Shop' realised the potential of the technol ogy to programme and manipulate individuals giving them com puter like powers of intel ect Their interest in this process s mul ed to its uses n warfare

This chilling cabal have stud ed the work of Dr Angelo a V rtual Reality scientist who has exper mented with VR as a means of education for some time His experiments have been an Jobe a local simpleton who has shown a remarkable leap n IQ The Shop seize on Jobe as a super weapon but the plan backfires as on a powerful Jobe CPU threat ens the ent re world Only Angelo has the means to stop him

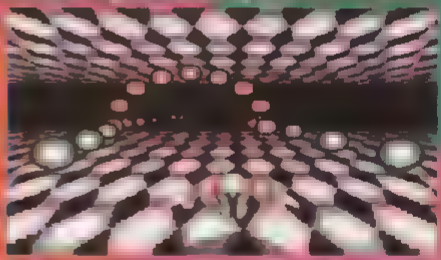
"The time you are about to

## COMMENT

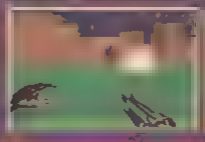
Virtual become a

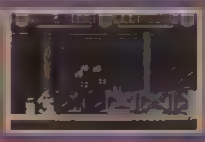
CLIC

pretty lightweight. are no real moments of cli- max or



## LEAD LOVERS





# ER MAN

## SMARTY PANTS

At the remarks which Angelo's diabolos, the security mechanism is five reflex puzzles that must be sorted out in a strict time limit. The puzzles use colours, numbers and shapes for you to determine which is next in the sequence.

## GOING PLACES

described here in detail

### CYBER ZONES

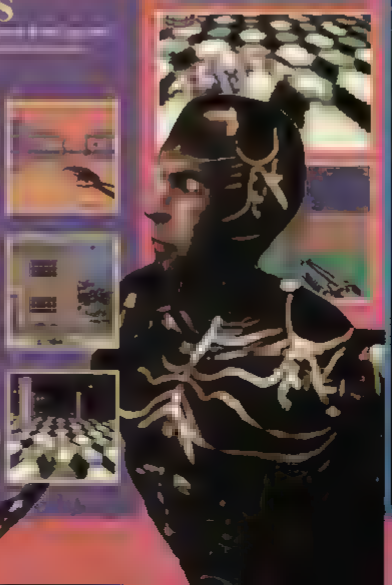
These are short 3D flying zones, where left and right direct Angelo through Jobe's

Slively more difficult, with dense barrier formations. Too many collisions means ejection from the system

### EXTERIOR ZONES

Reality control: Angelo makes his way on foot to the various entry points to the system. He is also looking for CDs, which increase his strength, and weapon powerups. These areas are swarming with "Shap agents.

These long zones divide different level areas from each other. On a flying jet-bik Angelo penetrates a psychedelic system defence mechanism, with front-mounted laser cannons



## COMMENT

**PAUL**

version this a few back, and were well impressed with the stunning 3D sec- They're still there in

me, cenes

play. However, while

nprovec

eatures, a fault of the Super NES game is still present —

## GRAPHICS

73

▲ Some of the 3D bits have you reaching for the Optrex — pretty lurid, man.

▼ The tricky problem of the reality zones lack detail and variety.

## SOUND

79

▲ The thumping soundtracks work well, especially in the racey Cyber Zone sections.

▼ Effects are pretty weak overall.

## PLAYABILITY

71

▲ There is a fair amount of variety in the way the sections are lugged together.

▼ The sum of each of the simplistic parts is not that great.

## LASTABILITY

71

▲ The three skill levels cover all abilities well, and hard is VERY hard.

▼ The initial frisson of excitement passes quickly with Lawnmower Man.

## VFM

74

▲ Very much par for the course with this size of cart, and it is original.

▼ You may resent paying for some of the weaker sections...

## OVERALL

73

Not the greatest moment in the history of the Megadrive, but not the worst either. A little above average title that could have been much better.

1 PLAYERS

SHOOT 'EM UP

$44.99

CORE DESIGN

TBA

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
SAVE FACILITY: BATTERY
GAME PASSWORD: PASSWORD
ANALOGUE

1ST DAY SCORE

Escape the Myrkoidian warship.

OVERALL

From the team that brought you Thunderhawk and Battle Corps, Soulstar has a similar look and feel to the previous two titles.

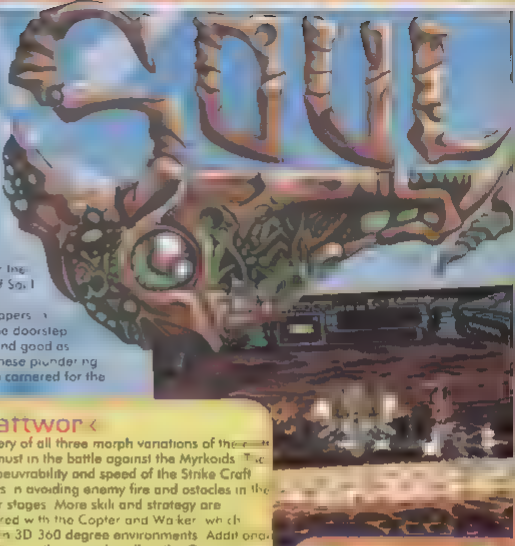
GRAPHICS
SOUND
PLAYABILITY
ADDICTIVITY

GAME AIM

Defend the Soulstar planetary system from the Myrkoids using a Strike Craft, a Turbo-copter, and a Combat Walker.

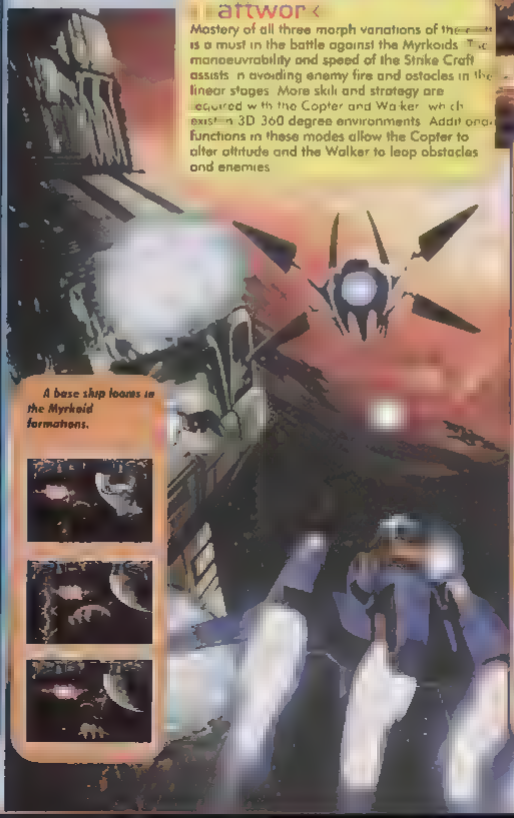
Darkness. Cold and desolate space. From out of nowhere comes a faint ringing. Growing persistently louder and louder the gentle ring becomes a blaring klaxon. Until, it is suddenly silenced by a distant hiss. The room is bathed in light from the fluorescent tubing. A muffled yawn comes from the egg-like compartment standing among a sea of cables. "Morning Teddy" whispers a throaty humanoid voice. "Morning Bryk. Time to get to work!

Awaking from his cryogenic slumber, Bryk is the last hope for the peace-loving planetary system of Soul Star. Marauding Myrkoid forces reputed as the fastest planet strippers in the galaxy have turned up on the doorstep to replenish their stocks of fuel and goodies. For centuries Bryk has pursued these plundering aliens but this time he has them cornered for the scrap of the millenium!




## Artwork

Mastery of all three morph variations of the craft is a must in the battle against the Myrkoids. The manoeuvrability and speed of the Strike Craft assists in avoiding enemy fire and ostacles in the linear stages. More skill and strategy are required with the Copter and Walker which exist in 3D 360 degree environments. Additional functions in these modes allow the Copter to alter altitude and the Walker to leap obstacles and enemies.



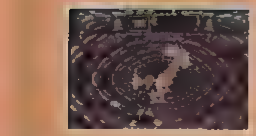
*A base ship looms in the Myrkoid formations.*

*I'm a rocketman, hurtling through the stratosphere.*

# SOULSTAR

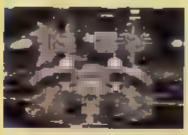
As with any shoot 'em up worth its salt a varied menu of armaments is essential. When you spot a 'P' symbol shoot it and fly through the rotating circle to collect the bonus

A hi-tech computer yesterday, called ORAC or Slave, probably.



## Destination

Once you have successfully completed the Warship level three exits open up. It's decision time whether to take the easy, medium or hard option. Bear in mind routes follow different paths over different locations but all lead to the final confrontation with an undisclosed boss.



As Lenny Kravitz said...

'Are you gonna go my way?'.

## COMMENT

Core have a well-earned reputation of turning out products that push the Mega-CD to the limit. Battlecorps was a great game, incorprating fast and furious gameplay with an original control mechanism. I'm glad to say Soulstar is even more impressive graphically and musically. The different environments zip past at super sonic speed, the enemy sprites pile into you in sweeping formations. Add a touch of emotive orchestral music and you should have an excellent formula. But tragically Soulstar is missing the essential panache in gameplay to make it a Mega Game. Boredom quickly sets in after the first couple of levels because nothing very exciting happens. The pace does pick up slightly during the Copter levels, but these are too few and far between. Shame really.

## COMMENT

Soulstar is nothing if not a disappointment after Battlecorps. Using a very similar engine to construct the game takes away any element of surprise, and the gameplay is inferior, with none of the three sections sparkling. The Strike Craft sections are particularly tedious, spoiling the enjoyment of target hunting on the Copter and Walker stages. But even these are too drawn out to stay interesting. Graphics and sound fare better, with a Williamsesque score and frequent impressive FX sequences. But as a whole, I was left unwormed by the Soulstar.

## GRAPHICS

90

▲ Seriously spectacular! Stunning use of scaling, scrolling, and rotation. Also great use of colour, achieving 64 colours on-screen.

## SOUND

93

▲ A beautifully orchestrated score worthy of a feature film.
▼ Too often the music overpowers the FX making them redundant.

## PLAYABILITY

78

▲ The Copter sections are a joy to play.
▼ The space flight and walker levels lack inspiration and timing, verging on being boring.

## LASTABILITY

80

▲ The tough difficulty setting combined with three ends to master, and three routes of difficulty, make this a tough nut to crack.
▼ The boredom factor on some levels does play a part of the

## VFM

79

▲ Represents solid value for money, with a substantial amount of game playing hours.

## OVERALL

77

A damn fine piece of programming both visually and musically, but sorely missing the elusive sparkle of a Mega Game.

# Pete Sam TENN

| | |
|---|---|
| 1-2 PLAYERS | |
| PRICE | £29.99 |
| BY | CODEMASTERS |
| RELEASE | OCTOBER |
| GAME TYPE | SPORTS |

Following the sparkling success of Petey Sampras on the Megadrive a couple of months ago, comes the Game Gear conversion. The plot is essentially the same as the original, boasting the moves, grooves, options and not to mention ol' Pete's brighter than bright smile.

Included are the various play options, Challenge, Tournament, and World Tour, all of which can be played to death with a choice of 30 tennis stars. On an innovative note, the boffins at Codemasters have designed a two player system for Game Gear owners with chums. New balls, please!

## 2 FUN-LIMITED

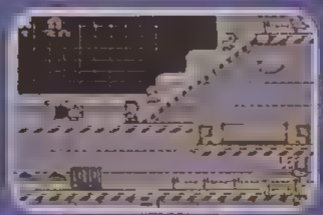
Aside from the usual game link option on one Gear. Yep, that's right! The ... ically, while shots are taken using the ... and the D-pad for player two.

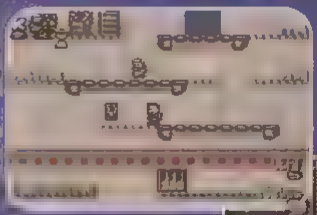
# S.S. LUCIFER

| | |
|---|---|
| 1 PLAYER | |
| PRICE | £27.99 |
| BY | CODEMASTERS |
| RELEASE | OCTOBER |
| GAME TYPE | PUZZLE |

R... seventies styles immortal performances from Hollywood's finest bit part actors, and, of course, the torrents of sea water crashing through the upturned hull of a pleasure cruiser. And here we have the scenario for the platform-bound puzzler from the creators of ...

... jumps in his submersible to rescue ... of passengers and crew to be rescued, success appears to be no mean feat!





## GUIDED TOUR

... bombs and timing is the key to successfully rescuing the castaways. Various nasties block the safe paths and these have to either be removed or avoid... by guiding your party ...

# pras NIS

## COACH PARK

'Practise makes perfect', as they say, and a Tutorial mode is built in to help aspiring centre court stars. Although it doesn't have the Megadrive version's graphical demonstration of shots and technique, the info is all here in text form.

COMMENT

PAUL

| | |
|---|---|
| GRAPHICS | 91 |
| SOUND | 76 |
| PLAYABILITY | 90 |
| LASTABILITY | 92 |
| VFM | 89 |
| OVERALL | 91 |

A smashing Game conversion with a few cuts, but all the atmosphere and fun. Great!

## MARITIME LIMIT

'And you, there's no time to dawdle! Kev has to be mighty sharp on keeping a eye on the ever increasing water level. Once the level gets too high the passengers and crew lose their footing and slow down!'

COMMENT

GUS

Two things attract me to S.S Lucifer. One, I love the Poseidon adventure idea, and secondly, I'm rather partial to the odd puzzler. And there hasn't been much on that front since Lemmings and Popils. Now along comes Man Overboard with more levels than lifeboats on the Titanic and some smartly conceived gameplay. And it's original too.

COMMENT

PAUL

Beneath a simplistically designed and devised game, lies a real monster of a puzzler. The control system is wonderfully easy to pick up, allowing the player to fully concentrate on the mind-boggling teasers. This is addictive stuff, and ideally suited to the Game Gear and the password means it can be played in stop-start situations. A smart little number

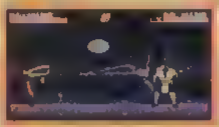
| | |
|---|---|
| GRAPHICS | 82 |
| SOUND | 81 |
| PLAYABILITY | 89 |
| LASTABILITY | 90 |
| VFM | 87 |
| OVERALL | 89 |

A huge addictive puzzler all packed into a handful. Great stuff!

# MORTAL KOMBAT II

Sometimes things get a little unfair in the Sega family. The oldest brother of the lot, good old Master System, often misses out on toys to play with because wunderkind Megadrive flashes those dosey eyes and nabs all the goodies.

But thanks to Shao Kahn, the Master System has received an invite to a smaller, more bijou Mortal Kombat II tournament of its own. Four of the twelve contenders have decided to grab some winter sun, but for the remaining eight, it's another fight to the death.



Obviously some trimming was necessary to pack the coin-op into the Master System cart, but still let's have a look at the moves and grooves.

KUNG LAO
BLADED HAT THROW, KICK, FIREBALL (HIGH AND LOW), FATALITY

LIU KANG
FIREBALL (HIGH AND LOW), SLIDE, FATALITY

SUB-ZERO
ICE THROW, BALL ATTACK, TELEPORT KICK, FATALITY

KITANA
FAN SWIPE, FAN LIFT, FAN TOSS, SQUARE DIVE, FATALITY

SCORPION
SPEAR, TELEPORT PUNCH, KICK, AIR THROW, FATALITY

REPTILE
ACID SPIT, ESCAPE, INVISIBILITY, FATALITY

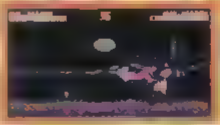
SHANG TSUNG
FIREBALL (1, 2, AND 3 BALLS), MORPH, FATALITY

JAX
EARTHQUAKE, ENERGY WAVE, GOTCHA GRAB, BACK BREAKER, SUPER SLAM, FATALITY

Jax stuns Liu Kang using the old 'what's that up there?' trick.

Ooyah! This cast-iron spartan is starting to pinch.

I have a delicious, nutritious laser in the morning.



These new dance crazes will never catch on, thought Milcose ruefully.

In this Master System conversion [illegible] direct port [illegible] Gear version. To look at, it most certainly is as all the [illegible] the handheld game are [illegible] along the line loads of jerkiness and slowdown have crept in, making this a disappointing conversion. Still, [illegible] for ALL owners.

[illegible] a real [illegible] themselves a task and a [illegible] this conversion and they [illegible] a remarkable job [illegible]. Game Gear version somehow managed to keep up with the Megadrive's power, whereas the Master System just cannot stand the heat. Saying this, MK II is undoubtedly the best beat 'em up on the 8bit star of yesteryear and deserves a look at.

GRAPHICS 90
Successfully retains the detailed characters, but loses speed.

[illegible] 78
The original tunes and [illegible] Master System-a-rama.

PLAYABILITY 79
Hideously slow and predictable, but still a great laugh.

LASTABILITY 82
[illegible] for Master System owners.

VFM 79
[illegible]

OVERALL 80
Ambitious and impressive in the looks department, yet cumbersome in the speed stakes.

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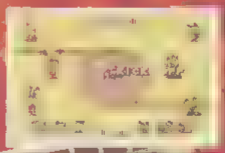
# TINY TOON ACME ALL-STARS

They're altogether loony. You must know the tune by now. Yes, these maddest same Tiny Toons are here to make an appearance on the Megadrive for the ACME Looniversity Soccer and Basketball tournament, to determine the best team in town.

All the familiar faces from the Warner Brothers studios are here to wow and amaze you with their sporting talents, each trying in teams of four against either the CPU or player two. But being the rascals they are, a few tricks are bound to be popping out of sleeves.

## TEAM ACTION

As with all sports comes the dreaded team selection, and of course not everyone can be chosen. It's a time for team tactics, signing up Little Beeper or the wing for speed, Buster Bunny in goal with his big hands. After all the difference between success and defeat lies in the team's hands. There are no fat or wheezy characters, though.



## COMMENT

**GUS**

I don't care for this at all, unlike Paul. I'd rather have a copy of FIFA or NBA Jam than two half-baked cartoon versions which lack any real feel or gameplay sophistication. The extra events look like the extra gameplay padding they are — the obstacle course being a particular waste of anyone's time.

## COMMENT

**PAUL**

The Toonies present an unusual combination of fluffy cartoon characters and a challenging difficulty level in one player mode. The control system takes some getting used to, but after a while the rewards are reaped. The added events are a good laugh, the best of which being the bowling. Ultimately this is a family product with nothing too demanding and plenty of good laughs.

## TOON TIME

It's not just football and basketball you know. The toonsters can take a break from team sports to have a crack at an Obstacle Course, Ten Pin Bowling and the rather unsportsmanlike pursuit of Montana Hitting (like Mallet Legend, but with Montana replacing the usual dumb animals).

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RELEASE: OUT NOW

GAME TYPE: RACING

# MEGARACE™

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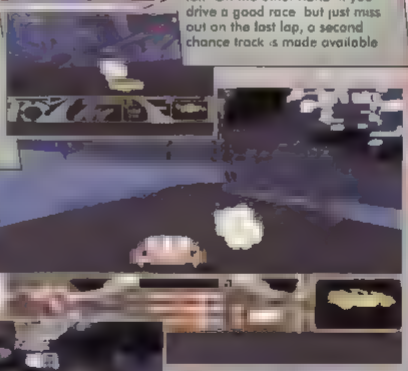
## THRILL-O-METER

In the world of TV, it's audience figures that count. Bearing this in mind if you don't make the ratings forget sympathy when you fail. On the other hand, if you drive a good race, but just miss out on the last lap, a second chance track is made available.

## TRACK MEET

To add excitement to the proceedings bonuses have been left on the tracks. From speed up, to points bonus, to ammo on the later tracks, beware as they all have identical icons placed to have the reverse effect.



## COMMENT

GUS

## COMMENT

PAUL

Megarace is compered by the effusive Lance Boil who offers encouragement and commiserations in his own shiny-suited way. The frequent inter-missions are created from digitised footage of an actor playing the role.

GRAPHICS 75

Stunning FMV intro and background design, but dreadful car.

SOUND 70

Nothing special in the music and FX department.

PLAYABILITY 61

Repetitive and frustrating with slack collision detection.

LASTABILITY 52

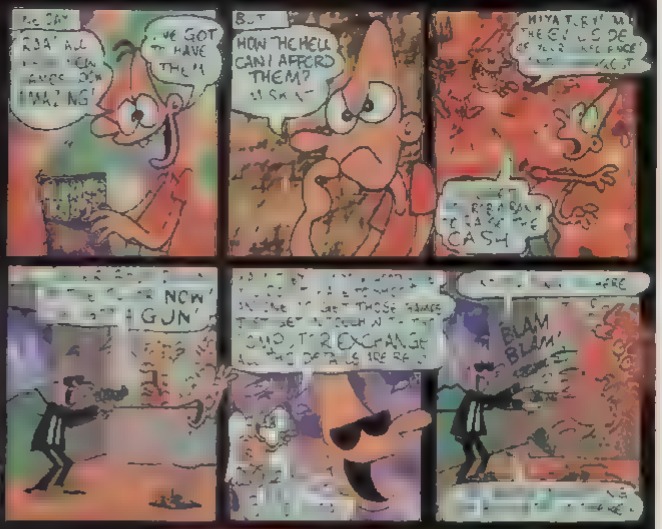
The 14 tracks are quite a handful, if you can be bothered.

VFM 60

A bit much for a load of presentation sequences and little gameplay.

OVERALL 55

Once again, all presentation and backdrops with no attention to the essential gameplay factor.

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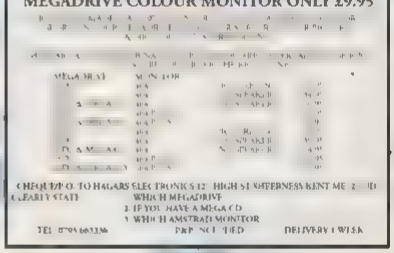

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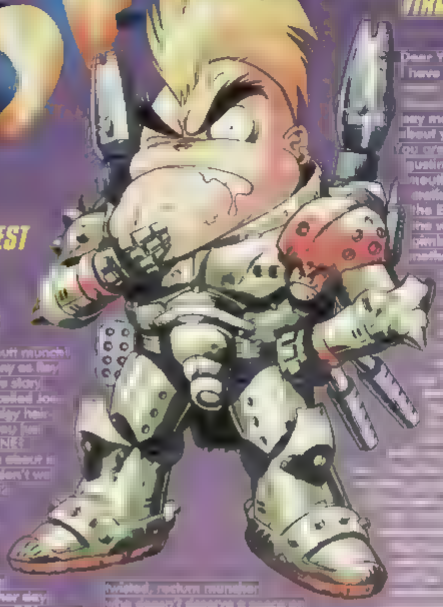
# MEAN YOB

Oh goody, another month's worth of [illegible] a group of halfwits whose IQ runs slightly under Arsenal's current home goal tally. Let me see... Yep, words such as 'mucus-swilling', 'pile-chewing' and 'pustule-poking' make another visit, as do numerous concepts of my parentage. This got me thinking — which some of you may like to try sometime — how about a few letters which actually stretch me a little? If you're up to it, that is. To have your tawdry ramblings paraded in front of me, send them to:

ELEMENTARY FISH-MANIPULATION MEAN [illegible]
MEAN MACHINES SEGA
Priory Court,
33-32 Farringdon Lane,
London,
EC1R 3AU



## TROY TEMPEST

Dear Yob
Are you Jimmy Hi[illegible] with blonde hair, or are you just a dribbling, bed wetting butt muncher? You're about as funny as Harry Walker talking his life story. We've got a friend called Jo[illegible]thlik, who has a scaly hea[illegible]ead like you. Don't you [illegible] hate SEGA MAGAZINE? I mean all they go on about is the Mega-32. Why don't we just buy the Mega-32 manual? Zippy, Bungle, and Geoffrey
Rainbowland
YOB: It was [illegible] seeing to see Jeffrey in the paper the other day, stacking shelves in a DIY super[illegible] were — a glittering end to a [illegible] there then.

had a man's hand up m[illegible] jacksy for fifteen years. Zippy's dees...

## JOE 90

Dear Yob
Who the heck does Darren Ellis think he is insulting you like that? Tell me Darren, how long did it take you to dream up all those grown-up words? If those poor defenceless 10 year-olds don't like being insulted, then they should sod off to your sad excuse for a hole you call a home, and indulge in your treasured stamp collection. And what does ol[illegible] Yobbo get out of insulting friendless morons with piles, a little like you and your mates? Paid, should think! Something you've never experienced. Just go and [illegible] nick with your own kind, you ri[illegible]

rub into his piles. Don't worry about Darren, simply being himself is punishment enough.

## VIRGIL

Dear Yob
I have a few points to [illegible]

any mean things about your Mummy. You are the most dis[illegible]gusting, foul-mouthed, skunky-[illegible] moth to ever walk the Earth. You are the world's biggest dumbold, and your mother still likes yours

twisted, reckless murderer who doesn't deserve a space on earth. If you write to Yob again trying to insult him, I'll declare war.

Eastern Watch # Darren Mason
Ascot
YOB: The [illegible] illness of this week[illegible] only go to [illegible] us are. If [illegible] have any one to [illegible] ject his [illegible] Deep Heat to

Dear Yob
[illegible]'s your
write sooner
est movie, True Lies, opening
been thinking
are. I mean I

Ever thought of careers as javelin catchers?

**CAPTAIN BLIGH**

Dear Yob
I am Salek, an advanced entity from the distant world, Cyber 4. Firstly, is your chin related to Jimmy White? If a

a poor fermented cabbage. Anyway, back to business. My home planet is suffering ozone depletion and is going to be destroyed. But that is unimportant. The important issue is every one on Cyber 4 has a SEGA system, but there is no SEGA magazine. So I have been sent by my race to ask for your help. If you don't help, I will be forced to remove each hair on your head with a pair of tweezers. Cuckoo

Salek, No Fixed Abode

You honestly think your the crowned prince of comedy don't you? You probably sit in your darkened room with a cluster of crispy tissues next to your bed, reciting lines from 'May To December' and 'Home Improvement.' If the

I'm surprised you managed to use your stubby crayon to write your

without taking one of your eyes out in the process.

Dear Yob
I was talking to my friend Daniel and he was wondering if SEGA/Probe were going to make use of Hasbro's wonderful toy making facilities to make replicas of Beraka,

and co. I think they would be loads better than the SF II figures.
*James Scott, Felixstowe.*
YOB: I can imagine it now. New Beraka, now with extra sharp blades and eye-gouging enhancements! Sadly, I doubt it will happen as parents are often warned not to let their kids play with dangerous things!

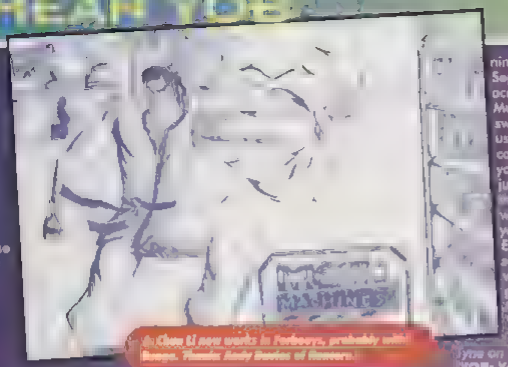
**CAPTAIN BLIGH**

Dear Yob
I know this topic is a bit worn out but sod it. I am going to write a letter about the dreaded Margaret Thatcher. I have read her letters before, but after flicking through some old issues of MMS, I realised what a pile of cack they are. What the hell is she on about? Computer games aren't some sort of force to capture the minds of children, they are for people to enjoy in their homes. I'm sure that if you play SSF II at home, you aren't going to want to blast somebody with a round of fireballs. She also talked about young people needing guidance — old bags like her need their guidance.
*Helen Queen, Darlington.*
YOB: Of course video games are released to turn us all into granny-bashig zombies. Right, if you'll excuse me, Sonic has asked me to torture a few OAPs

Michael Owen at London arcades in award worthy MK3 montage.

Mega Machines all his designers carry courtesy of Look, Sir Evan, Simulations.

# MEAN YOBS



Chris Li now works in Torbay, probably with Bungo. Thanks Andy Davies of Rovers.

must be off. That's a cool surname, by the way.

## [illegible]

Dear Yob!
You must have the brain of one of those stupid flies that sits on cow pats licking up the crack and then puking on it. Your head looks like an up-turned flying saucer that's crashed. Your eyebrows look like the wool hanging over a sheep's butt encrusted in crap. You couldn't outsmart a dead tadpole! Get life you sad Yob!
Will Fawcett, Newbury
YOB: I bet you didn't tell your mum you were sending this letter. Mind you, I expect your parents prefer it when you don't bother them. I know I do you pathetic weasel-worrying bag of sputum.

## [illegible]

Dear Yob!
To start, I would like to say your insults are as funny as your face. You have made a big mistake (bigger than your Mum's mistake when she had you), you said that the Hyper magazine is a sheep shearing mag! Huh! Not funny and not true. Hyper is excellently cool. They had all the moves, fatalities, fatalities, and friendships there are. There is another excellent Aussie mag called Megazone. Oh, by the way, you shouldn't use monkey bums for plastic surgery.
An Australian in a Pom Country
YOB: When you consider that the greatest Aussie gifts to mankind are 'A Country Practice' and Jason Donovan, why are you surprised when we dismiss your mags so easily. Honestly, you'd resent us if we imported Worlds Apart and the awful Keith Barron sitcom set in a bakery. As for your insults, congratulations! I see the art of sentence structure has finally reached the land of sheep-[illegible]

## [illegible]

Dear Yob!
Oh the innocence of adolescence. And there I was thinking Rossendale was a stronghold of normal human being. But there she is trying to make out Yob's pic on. Call me stupid, but when I see you all I see is a psychopathic potato-head freak with a body that's green and hideously triangular. Yob is Ronnie Corbett with a face like a slapped ass, and the worst comedian in the world. I'll insult you no further, because if you read NMS, you must be alright.
Guile, Pontefract
YOB: You sound surprised that I'se a turn-ent. Honestly, I'm such a sex god I could make any bloke so jealous he'd bobbit himself. In fact, if the things I hear about you are true so-called Guile, you'd be better off if you did!

## [illegible]

Dear Yob!
[illegible]-rusher, Serk, and Tornado from the gang.
We wanted you to know that while we were scan-

ning your page in the September issue, we came across a letter from Mummy. Why Yob, how sweet! Why didn't you tell us you had a teddy? We can't wait to see you in your new Captain Scarlet jumper. And fancy wetting the bed at your age! It wouldn't surprise us if your real name was Edward or Charles.
[illegible]
we tell the rest of the gang as teasers in Mummie's little diddums.
The Gang, Warrington
Tyne on Wear
YOB: Yeah, perhaps we could meet up and you could wear your matching Smurf T-shirts, checked carpet slippers, and your favourite fluid-catching huggies — you'd look every inch like the Take That fans you are then. As for the 'gang', I'm sure you'll find someone to

## [illegible]

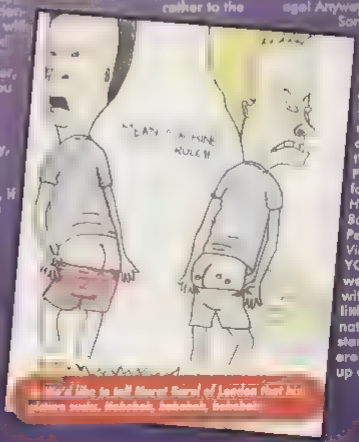
[illegible]
were released, the only remaining [illegible] to judge into a home where you will be protected from the threat of the outside world.
Dr Mowry, University of Cackford
YOB: That's fine, I'd much rather to the Demonford University in Milton Keynes. According to the advert on TV you get chased by killer whales there.

## [illegible]

Dear Yob!
What on Earth do you look like? A right sad case that's what! New, Mohican haircuts went out with thank tops, although you probably own the world's only tank top megastore. Wearing an earring makes you look like a right woman. Will you please stop dribbling? It's something babies do. Would it take much effort to grab a hanky and wipe your chin? I agree with Chris Price's letter in issue 22, you're about as hard as a load of lemmings over a cliff jumping competition. Insult me if you can.
Richard Kleiser, Maidstone
YOB: I don't need to do you down. I mean, let's face it when God was handing out brains, you thought he said trains and asked for a slow, stopping one.

## [illegible]

Dear Yob!
I was wondering why you look like a baboon's rectum? Did your mother not like you at birth, and use a mallet to tell you back in? By the way, what do you really look like? Have you really got spiky hair, and teeth like Esther Rantzen? If I was you, I would have topped myself a long time ago! Anyway I'm the best at Sonic the Hedgehog. I can clear Stage 1 Act 1 in 16.32 seconds flat!! Do you want to know why you haven't heard from Mrs. M Shelley recently? I ate her, and it was the worst thing I've ever eaten. Perhaps I'll have you for dinner sometime.
Hannibal the Cannibal
Baltimore State Penitentiary, West Virginia
YOB: I doubt it, I wouldn't share a table with someone with so little hand-eye co-ordination they are constantly wandering around with a sausage up each nostril.



We'd like to tell Sharat Karal of Leyton that his picture sucks. Hahaha, hahaha, hahaha!

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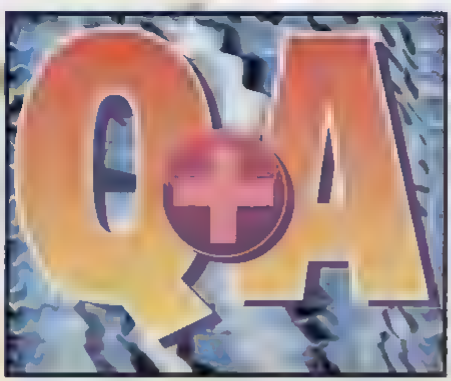


By the time you read this, I'll be gearing myself up for the Live '94 show at Earls Court from September 20th - 25th. I'll be hosting a rather smart Sega-related challenge where you'll be invited to take part in a series of driving challenges on SIX linked Daytona machines! Our aim is to find the ultimate Daytona player, and if you're there on the Sunday (25th) make sure you get up and have a go. We'll mock losers of course, but only, that's that! Until then, if you have any other queries, drop me a line AT:

THE KARAKA ADDRESS
MEAN MACHINES SEGA
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

## SCALPS

Dear Steve
Congrats on your mag, it's fab Now could you answer some Qs?
1 Why do systems like the CD-i, 3DO, and CD 32 have separate FMV?
2 Is it worth buying a Megadrive and Mega-CD separately, or just a Multi-Mega?
3 Could you list the best 3 Mega-CD games?
4 How many letters do you get a month?
*Rob, Tokely*
STEVE: 1. Because the prices of the machines would rocket if they were built in However, FMV is a recent addition, so the makers hadn't allowed for it during the development of some machines 2 Go for the Multi-Mega, it looks so cool with the32X on top 3 Battlecorp Final Fight, Ecco 4 Enough to repaper the office every month and enough to give Paul Button nasty callouses when he opens them all!

## BANDITS

Dear Steve
Could you use your amazing knowledge to answer these questions, oh great one?
1 Is Sonic and Knuckles compatible with Sonic 1, 2, and 3?
2 Is there going to be a Streetfighter 3?
3 When Shaq-Fu comes out, will the sprites be larger?
4 My mate says there are 'animalities' in MK 2 Is this true?
*J Slater, Cheshire*
STEVE 1 It's compatible with Sonic 2 and Sonic 3 but no the first 2 Capcom's coin-op division are on it right now Apparently, only Ken, Ryu and Sagat survive and are joined by more new fighters 3 Sadly, no 4 No, Animalities were going to appear, but the programmers ran out of time Rumour has it, though, that the Megadrive game has something called a 'Fergality' in it More news soon

## SPURS

Dear Steve
Please can you answer my ques[illegible]
1. You said Syndicate would be out in August. Where is it?
2. Why has there been such a drastic change to the graphics in the Mega[illegible] were pretty smart
3. Will Syndicate use the Sega Mouse?
4. Has the [illegible] heard it has been left out
5. Will an Amiga mouse work on the Megadrive?
*Damien Murphy, Abingdon*
STEVE: 1. It has been delayed. 2. It's down to the resolution differences between the two machines. 3. It hasn't been decided yet. 4. It never survided the conversion I'm afraid. 5. Nope.

## SPITOONS

Dear Steve
Here are some questions I need answering
1 Will Dune ever come out on the Game Gear?
2 Who is Lord EMAP?
3 How come your address is the same as CVG?
4 I've been reading your mag for about a year, yet when I started reading, people had been reading your mag for about 2 years, but there have only been about 20 issues Why?
*James Pearce Pontefract*
STEVE 1 Nope 2 He Who Must Be Obeyed at all times 3 Because they are our sister magazine — a floor up from us, in fact. We can smell them from here 4. When MEAN MACHINES first appeared nearly four years ago it covered both Nintendo and Sega consoles and the Amstrad for a while!), but split into MMS and NMS two years ago

## SIX-GUNS

Dear Steve
I am not happy Please answer my questions, as it could affect me and others owning Sega products
1 I have both a Super NES and a Megadrive and I read in NMS something about the Ultra 64 Can you tell me from a Sega point of view what you think of it and how will the Saturn compare?
2 Will MK 3 be specifically designed for the Ultra 64?
3 If the Ultra 64 is going to cost £200 what would be the point of releasing the Saturn at £500?
4 Is the Super NES version of MK 2 better than the Megadrive?
5 Why did you rate SSF II so high? Apart from the 4 extra characters, it plays like SCE, and the speech is crap
*Iain Ronald, Cardiff*
STEVE 1 The Ultra 64 is Nintendo's next machine and is supposed to be a 64bit machine However, it isn't due until 1996 at the earliest It's too early to say how good it will be, but the Saturn is looking just as powerful and a darn sight more believable, too 2 Nope, a straight conversion is planned, though — but don't discount a Sega conversion despite Midway's new deal with Nintendo 3 The Ultra 64 will probably cost slightly more than £200, and Sega are planning an almost identical price for

the Saturn 4 The sprites are bigger, but the Megadrive version is faster 5 I didn't, I reckon it's a real rip-off Gus and Paul, how ever think s oce — hence the high score

## DANCIN' GOILS

Dear Steve
Please, please could you answer my questions?
1 Will there be a Megadrive 32X arcade perfect SF II so I can link it through my Hi-Fi?
2. Are E ectronic Arts going to produce games for the 32X?
3. How many colours can the 32X produce on screen at one time?
4 What's the latest on Jimmy White's Snooker?
*Shahid Latif, Walthamstow London*
STEVE 1 Capcom are working on 32X stuff, but won't say what I reckon it's a bit of a cert, though 2 Yup, expect a version of FIFA before long 3 32,768 but this slows down a little 256 will be the norm 4 A review will be in the next issue

## INJUNS

Dear Steve
Please could you answer my one question? I have an Action Replay which for some reason refuses to work with the latest games Virtua Racing and SSF II Could you tell me why it works fine with all my other games?
Toby Vernon Barking
STEVE Extra chippery is involved in both Virtua and SSF so the Action Replay can't handle them without locking up

## CHAPS

Dear Steve
I have a few questions I would like answers to
1. Is there Park coming out on the Megadrive for Christmas? How much will it cost?
2. Who do you think has the best death move in MK 2?
3. Is it true [illegible] drive?
4. When is Clayfighters coming out?
5. I hear [illegible] but I thought it was an excellent game
*Neil Adamson, Dunblane*
[illegible] decided.
2. My fave[illegible] Morph. 3. Ecco 2 has 3D in it, but the rest of the game is viewed from the side. 4. Next January. 5. It's a 12MEG cart and Microprose don't think it's worthy of the high price tag they'd have to give it.

## GOLD IN THEM THAR HILLS

Dear Steve
I love MEAN MACHINES Sega and buy it every month, so I would be extremely honoured if you would print my letter and answer my questions
1 It is said that a 64bit console s not necessarily better than a 32bit one How is this possible?
2 If it is possible, Sega s Saturn will have nothing to fear from N ntendo s Ultra 64 R ght?
3 As I intend to buy a 32X, do you think it's worth waiting for a 32X version of MK 2, or should I buy the Megadrive version as I've heard it's a pretty good conversion?
4. When is Street Fighter The Movie coming out in Europe?
*Bruno Emanuel Batista Ferreira da Silva Gibraltar*
STEVE 1 It just depends on how its used I mean, the 32X is a 32bit mach ne, and the Jaguar a 64bit one — yet the 32X machine is easily the best machine of the two 2 Yep 3 The 32X version won t be out for a while but will be excellent It depends how patient you are 4 Just after Chr stmas

## PEACE PIPES

Dear Steve
Cou d you please answer these questions for me?
1 With the power of the new 32X will the Mega-CD be able to match the PC CD-ROM?
2 Was the Mega CD a waste of money?
3 Is there any chance of any of the following games coming to Sega systems Liberation, X-Wing, Tie F ghter, Elite, TFX?
4 Is text, as well as speech being displayed for Monkey Island Dune CD and R se of the Dragon? As I have a friend who s hard of hearing
5 What happened to the Sega mouse and are there any games for it?
6. What s the release date for Rise of the Dragon?
*Connor Riley, Limerick, Ireland*
STEVE 1. Sort of, it won't have as much storage space, though 2 It was a nice idea, but just never really got off the ground 3 No, no, Sony are working on it, no. 4. All three display text whenever necessary. 5 It's in limbo at the mo, but there are games lining up for it — Lemmings II, for example. 6 There isn't one yet.

## MARSHALS

Dear Steve
Oh great one, please answer these questions
1 Is the excellent Alien vs Predator arcade game coming out for the Megadrive or 32X?
2 Are the rumours true about Virtua Fighters and Daytona not coming to the 32X true?
3 Is Combat Cars good value for money?
4 Wi l Landstalker 2 Flashback 2, or Gunstar Heroes 2 appear on the Megadrive or 32X?
*Alex Werhun, West Midlands*
STEVE 1 It's not on the cards as of yet. 2 Yes, I'm afraid so 3 Not really. Micro Machines 2 drops on it from a great height 4. Possibly, not for a while, no

Once again, join me as we come to my end piece. Yes, another month of Q&A is over. With a distinct lack of purpose to my life until the next one, I'll sit back and watch the world go by as my Q&A tray rapidly fills up. Actually, next month we'll expand the Q&A pages so you get more answers and I get something else to do. Honestly, it's a hard life being an Editor. Now excuse me whilst I go and dust a copy of Ecco which is looking rather filthy...

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# NEXT MONTH

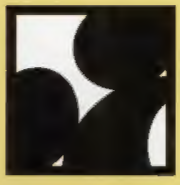
## A QUICK POP QUIZ

**Q** WHAT DO ALL THESE GAMES HAVE IN COMMON?

● Jurassic Park: Rampage Edition ● The Lion King ● Ragnacenty ● Virtua Star Wars
● Psycho Pinball ● Starblade ● FIFA '95 ● Ecco 2 ● Kawasaki Superbikes ● Bloodshot
● Jimmy White's Whirlwind Snooker ● Maximum Carnage

**THEY'RE ALL IN THE DECEMBER ISSUE OF MEAN MACHINES OUT OCTOBER 28TH.**

**I CAN SEE YOU'RE GETTING EXCITED.**



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